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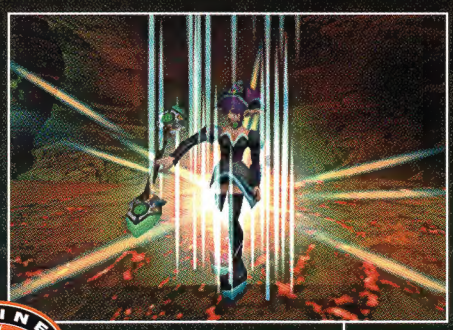

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64 Capcom vs. SNK
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54 Previews for You
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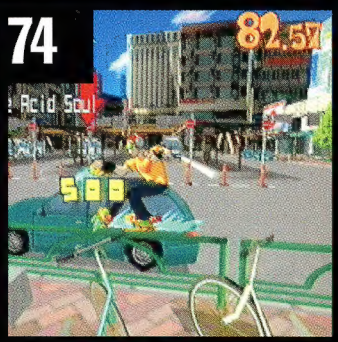
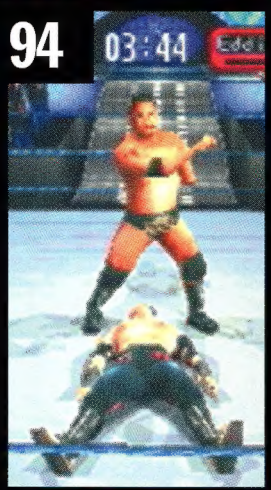
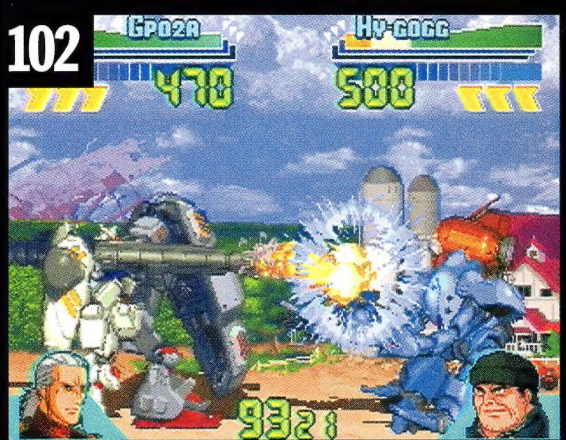
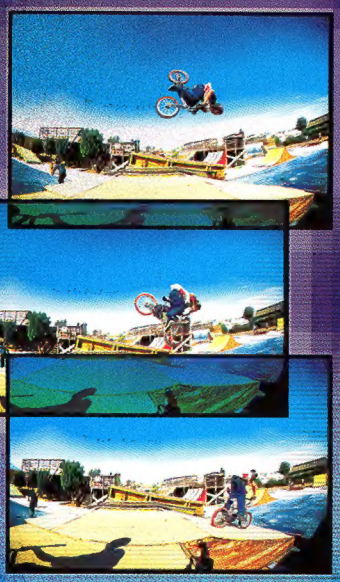


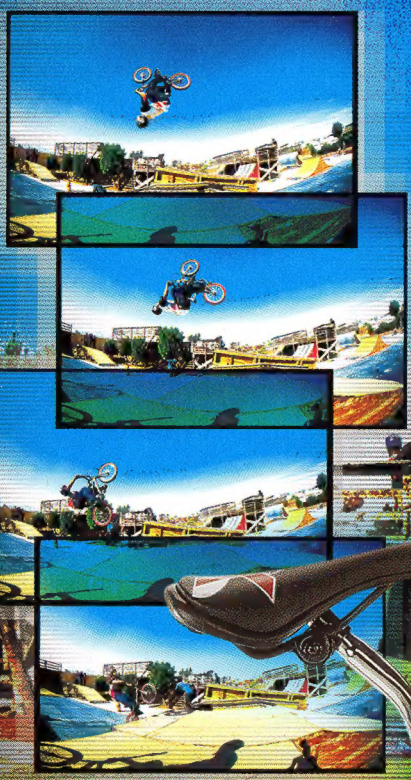




You want state-of-the-art graphics and bone-crunching realism?



X Games



WARNING: THIS IS NOT A GAME

This is X Games. Push the wrong button and the only explosion will be your melon on the sidewalk. The X Games 900 Stunt Bike doesn't come with secret codes or special powers. The only way to master it is to pedal hard, move fast and hold on for dear life. When you're tired of playing games, hit the pavement on a Stunt Bike from X Games. And don't forget to wear your helmet.

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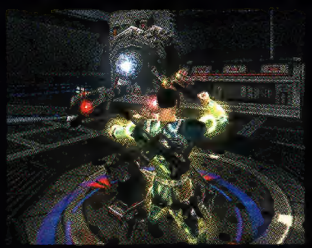

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OAll screen shots are from the Sega Dreamcast game console.

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Inside XG

MEET THE STAFF

Dan Leahy

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dan_leahy@ziffdavis.com

Things You Think, Know And Guess At

Pardon the post-holiday brain dump, but an acute case of cabin fever has constricted my blood vessels. In any case, I believe any knowledge or information gained in life falls into three categories: There are things you think, things you know and some things you just guess at. For example, I think Microsoft's X-Box is going to be big, big, big. I know the Dreamcast isn't dead. I'm guessing that PS2 owners are still wondering what games they might ever buy. I think 989's quickly establishing itself as the worst publisher on the PS2. I know I don't want to play anything that is associated with 989. I'm guessing PS2 sports fanatics will stick with EA. What else? I think you'd rather be reading cool *XG* strategies. I know I'd rather be playing games. I'm guessing this is the end.

○ **Current Favorites:** *NFL 2K1 (DC), Donkey Kong 64 (N64), NBA 2K1 (DC)*

Andy Baran

Sr. Associate Editor
andy_baran@ziffdavis.com

Andy was almost crushed the other day when his stack of anime DVDs collapsed, leaving him trapped for several hours. With his PS2 a mere seven feet away, he had entertainment tantalizingly close, however the system's lack of a remote meant that he had no choice but to stare at a blank TV screen.

○ **Current Favorites:** *Pokémon Puzzle League, Fist of the North Star*

Phil Theobald

Associate Editor
phil_theobald@ziffdavis.com

Perhaps too anxious to put Pokémon behind him, Phil has become engrossed in Jet Grind Radio. He's been running around the office "tagging" everyone's cubes while yelling, "It looks like school's out!" Remember, Phil, graffiti is art; however, graffiti as an act of vandalism is a crime and is punishable by law.

○ **Current Favorites:** *Jet Grind Radio, Typing of the Dead, Mega Man X5*

Kenneth Miller

Associate Editor
kenneth_miller@ziffdavis.com

After watching the "brilliant masterpiece" *Dungeons & Dragons*, Slim soon became enthralled with the acting styles of Jeremy Irons. He has since begun yelling incoherent phrases ending with "mage!" To recover, Slim sat down for a viewing of *Lion Man* and *Crippled Masters*, two true classics.

○ **Current Favorites:** *Third Strike, Tango & Cash, www.white-tower.net*

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■ **Team Hair Cut:** New guy Mark Manzo joins the *Expert Gamer* staff in a career move that will have him forever pondering the wisdom of putting highlights in one's hair.

EXPERT GAMER™

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Winners!

- Here are the winners of *XG* #78's Game Over Contest:

1. Phillip Hanson, III
Rowley, MA
2. Kurt Hauswirth
Kincheloe, MI
3. Irl Sams, III
Sparks, NV

- The answer to *XG* #78's Game Over Contest is:

Bad Dudes

"Real" Wrestling?

Dear Expert Gamer,

I've been noticing all the new WWF and WCW wrestling games coming out and I am sad to say that I'm not a huge fan of them. What I do like, though, is college wrestling. I was wondering if you guys knew of any "real" wrestling games that are out. Thanks.

Danny Lee
corvallis_kid_2003@yahoo.com

We hate to be the ones who have to break it to you, Danny, but to our knowledge, there has never been a "real" wrestling game released for any console whatsoever. Although the various Olympic styles of wrestling such as Greco-Roman, Freestyle and Folk may be actual sports (as opposed to "sports entertainment"), they just don't translate into an exciting game as well as a couple of guys in masks whacking eachother with folding chairs.

NASCAR Legalities

Dear Expert Gamer,

I recently bought NASCAR 2001 for the PS2. Besides it being buggier than Starship Troopers, what's up with the bogus paint jobs (Dale Jr., Rusty, etc.)? Real NASCAR cars don't look like that at all! Does EA think that people won't notice?

Brett Pavlov
Newport News, VA

Basically, what it comes down to is this: Tobacco and alcohol companies aren't allowed to advertise in products that are marketed toward a minor age group. That means that Rusty's Miller and Dale Jr.'s Budweiser sponsorships are no-nos in a video games since, technically, they're still considered a children's toy. You'll even notice the series' main sponsor, Winston, is nowhere to be seen in any NASCAR game. Kinda sucks, eh? Be thankful, though. Some countries won't even allow races to be televised with tobacco and alcohol sponsorships on the cars. It plays havoc with the F1 series when they go to certain races...

Ignorance Is Bliss

Dear Expert Gamer,

I read that the PlayStation 3 is scheduled to be released in April 2002. I also read that it would be able to play the games for itself, Dreamcast, X-box, Nintendo Gamecube and for the PC in a patented process called "lateral capability." Can you please tell me if any of this statement is true.

Christopher Beaver
Cerritos, CA

We once read that if we toiled in the bean fields for our beloved Leader, we could someday earn enough money to complete the construction of a spaceship that will carry us off to the wonderful planet of Blisstonia (known for its high levels of bliss). Much like your PS3 story, this is a lie. Either you are yanking our collective chain, or the writers of that statement are nuts. Sorry to spoil your hopes.

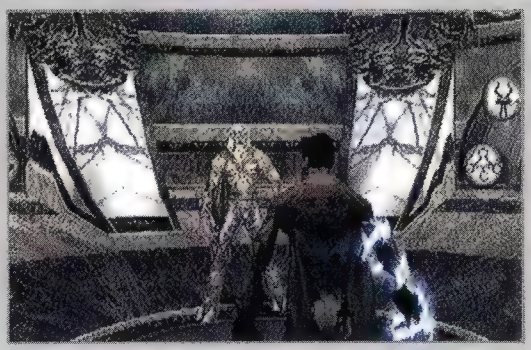
Long Live Classics

Dear Expert Gamer,

I'm really tired of the popularity of games now. I remember back in the day when I was the only person on my block who owned a Nintendo Entertainment System. Now, my whole school is full of know-it-all kids who own a N64, Dreamcast and a PlayStation.

It seems like everyone is into gaming. For example, I just heard on the radio that they were having a Tony Hawk 2 game contest. My teachers are actually coming up to me to ask what the latest video game craze is. The know-it-alls think this is good, but I don't. This just means that software companies are just gonna shoot out games as fast as they can to make the

Letter of the Month



Some games like Metal Gear Solid have outstanding voice acting. Games like Soul Reaver have actual actors performing, and the results more than speak for themselves.

Voice Acting
Why Can't They Get It Right?

Dear Expert Gamer,

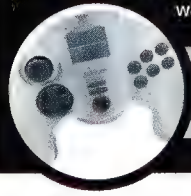
I have a question that has bothered me for a while now. Why is it so hard for some companies to put in good voices for video games? First of all, the actors can't pronounce Japanese names—I mean, how hard could it be to get someone who sounds cool and can pronounce Japanese words correctly?

When the voices suck, the actors end up missing all the emotions that the original voice of the characters had. If they can't do it right, I think they should make it subtitled all the way. Without good voice acting, a good game can easily go bad

Ryan Tanimoto
Address Withheld

One of the main reasons that the acting is often better in Japanese games than in the US versions is due to the attitude toward voice actors. In Japan, voice actors are highly respected. The voices you hear in your favorite Japanese games are usually performed by actors who also provide the voices of characters in TV shows and movies. In the US, the voices that replace the original Japanese in games are performed by small-time actors, either on the publisher's staff or "rented" for the job. The reason they don't pronounce the names correctly and don't act well is simply a matter of the publishing company not caring enough or wanting to spend the money to get it done right.

We at *XG* couldn't agree more about how voice acting affects the feel of the game. There have been a few games to come out with subtitles. Panzer Dragoon Saga for Saturn is one such example. Hey, it's a cool game anyway. You might want to check it out.



Ryan won an InterAct Controller for the Dreamcast, Nintendo 64 or PlayStation!

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U.S. Top 10

THE 10 BEST-SELLING GAMES OF NOVEMBER

1. **Pokémon Gold** (Nintendo/GBC)
2. **Pokémon Silver** (Nintendo/GBC)
3. **Legend of Zelda: Majora's Mask** (Nintendo/N64)
4. **Final Fantasy IX** (Square/PS)
5. **No Mercy** (THQ/N64)
6. **Tony Hawk's Pro Skater 2** (Activision/PS)
7. **The World is Not Enough** (EA/N64)
8. **NBA2k1** (Visual Concepts/Dreamcast)
9. **Driver 2** (Infogrames/PS)
10. **Super Mario Bros. DX** (Nintendo/GBC)

Japan Top 10

JAPAN'S 10 BEST FROM 11/13 TO 11/19

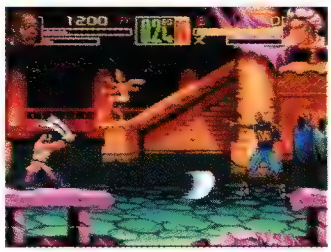
1. **Shin Megami Tensei Devil Children** (Atlus/GB)
2. **Custom Robo V2** (Nintendo/N64)
3. **Mario Tennis GB** (Nintendo/GB)
4. **Tales of Fantasia: Narikiri Dungeon** (Namco/GB)
5. **Hokuto No Ken** (Bandai/PS)
6. **Marios Tennis 64** (Nintendo/N64)
7. **Dragon Quest 7** (Enix/PS)
8. **Hunter X Hunter** (Konami/PS)
9. **Mercurius Pretty** (NEC/DC)
10. **Smash Court 3** (Namco/DC)

Editor's Top 10

WHAT THE XG STAFF IS PLAYING (DECEMBER)

1. **The Typing of the Dead** (Sega/DC)
2. **Pokémon Puzzle League** (Nintendo/N64)
3. **Jet Grind Radio** (Sega/DC)
4. **Capcom vs. SNK** (Capcom/DC)
5. **NFL 2K1** (Visual Concepts/DC)
6. **Banjo-Tooie** (Rare/N64)
7. **Mega Man X5** (Capcom/PS)
8. **Skies of Arcadia** (Sega/DC)
9. **NBA2k1** (Visual Concepts/DC)
10. **Quake III Arena** (Sega/DC)

SOURCES: NPD TRSTS Video Games Service (U.S. Top 10); Weekly Famitsu Magazine (Japan Top 10)



Sure, games may not have been as "popular" back in the SNES days, but is Shaq Fu really better than, say, Final Fantasy IX?

almighty dollar.

Because they know that video games are selling like hotcakes, software can get away with making half-hearted games that don't even compare to games for the NES, Genesis or SNES. The hardware companies know this, but they know that people are impressed with the amount of games in their system's "library." I want these companies to get their focus off the mass majority, which is the casual gamer, so they can get back to the hardcore gamers who know what a good game should be. I just feel that the real gamers are being left out, the ones who know games and started it all.

Sasa Teodisijev
Lafayette, CO

We love retro games as much as the next guy, but you can't get down on modern games and systems for being "too popular." The popularity of games results in more money being generated for the game companies, which they can then put into developing new and better games.

Heck, if it weren't for games being so popular on the SNES and Genesis, do you think Sony would even take the chance developing the PlayStation? And while your argument of companies quickly putting out mediocre games to make some fast cash has some merit, this is not a new phenomenon. In case you haven't noticed, for every classic game on the NES, Genesis or SNES, there were about 15 crappy, "halfhearted" games released. Have you ever played Total Recall for NES? Or the Genesis and SNES game, Shaq Fu, for crying out loud?! This even happened on the Atari 2600, with horrible games like E.T. and that system's version of Pac-Man.

Regardless of the system or its popularity, there's always going to be a ton of bad games. Besides, don't you want the makers of the games that you love to make a lot of money by selling a lot of copies? This would never happen if video games weren't popular.

Fantasy Collection

Dear Expert Gamer,

I am a fan of the Final Fantasy series and was wondering what systems all of the Final Fantasies are on. If you could help me out, I'd appreciate it.

Name Withheld
Address Withheld

Here are the systems that each game originally appeared on:

FF: Famicom-NES
FFII: Famicom only
FFIII: Famicom only
FFIV: Super Famicom-SNES
FFV: Super Famicom
Final Fantasy Mystic Quest: SNES
FFVI: Super Famicom-SNES
FFVII: PlayStation
FFVII International: PlayStation
FFVIII: PlayStation
FFIX: PlayStation

There are also compilations that contained multiple Final Fantasy collections such as Final Fantasy Anthology.

PokéShark

Dear Expert Gamer,

By any chance do you guys know the GameShark code to get Mew in Pokémon Yellow ? And do you know the GameShark code to get Celebi in Pokémon Silver ?

Samuel Pierre
bigsam180@yahoo.com

So you like cheating, eh? Well, we can't say that we blame you. After all, the only way to get Mew legitimately is to make it to one of Nintendo's mall tours, and Nintendo hasn't even revealed how to get Celebi yet. These GameShark codes will change all the wild Pokémon in Yellow to Mew and all the wild Pokémon in Silver to Celebi.

When you use these codes, make sure that you have them turned off (via the switch on top of the GameShark) when you save and load your game. If they're turned on when your game is loaded or saved, you can erase your saved game—so use these codes at your own risk. The Yellow code is 0115D7CF, and the Silver code is 01FBEDD0.

Wondering Swan

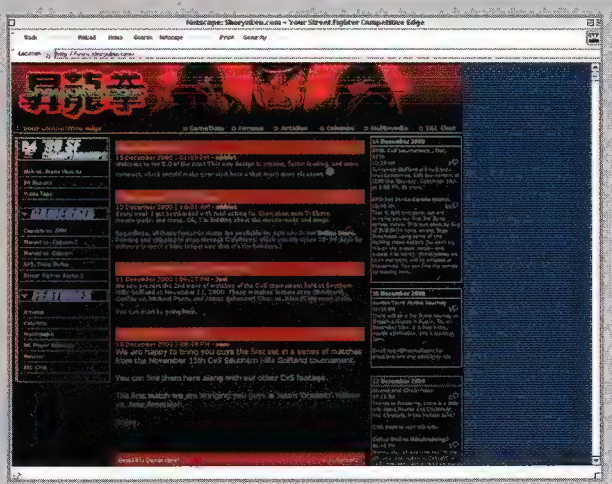
Dear Expert Gamer,

I was wondering if the Wonderswan color would be released in the US.

Web Site of the Month

www.Shoryuken.com

For techniques, combos, movies and discussion on Street Fighter games, there is simply no better site on the web than www.shoryuken.com. The page is run and contributed to by some of the top names in the SF community, and it shows. Every section is easy to navigate and the writing is top-notch. You can also find the newest information on upcoming Capcom fighting games on beta test or about tournaments being held in your area. The page is frequently updated, so if you're serious about Street Fighter, www.shoryuken.com is a definite must-read.



28 FUJI RDPII

NO MOTOR. NO SUSPENSION. NO PROBLEM.

TEAM DK/1-800-COLLECT BICYCLE STUNT PRO

COLIN WINKELMAN

Anyone with 11 inches of travel and 45 horsepower can jump a set of 70-foot triples.
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That's what we call doing it the hard way.

FEATURED MODEL:
THE DIABLO

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TO FIND A LOCATION NEAR YOU, SEE THE LATEST NEWS, TEAM INFORMATION AND SHOES, VISIT OUR WEB SITE AT
WWW.DCSHOECOUSA.COM

DCSHOECO

Coming Soon

Winter/Spring 2001

- **Phantasy Star Online** (Sega)
- **Project Justice** (Capcom)
- **18-Wheeler American Pro Trucker** (Sega)
- **Mars Matrix** (Capcom)
- **Legacy of Kain: Soul Reaver 2** (Eidos)
- **Black and White** (Sega)

NINTENDO 64

Winter/Spring 2001

- **Pokémon Stadium 2** (Nintendo)
- **Mega Man 64** (Capcom)
- **Eternal Darkness** (Nintendo)
- **Conker's Bad Fur Day** (Rare)
- **Aidyn Chronicles: The First Mage** (THQ)

SONY PLAYSTATION

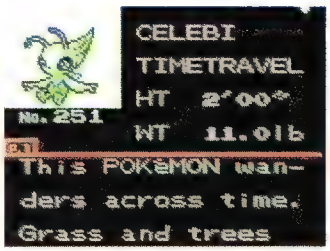
Winter/Spring 2001

- **Dance Dance Revolution** (Konami)
- **Toy Story Racer** (Activision)

SONY PLAYSTATION 2

Winter/Spring 2001

- **Zone of the Enders** (Konami)
- **Gran Turismo 3** (SCE)
- **Onimusha** (Capcom)
- **MDK2 Armageddon** (Interplay)
- **Cool Boarders 2001** (SCE)
- **Tiger Woods PGA Tour 2001** (EA Sports)
- **Wipeout Fusion** (SCE)



It takes a little cheating, but if you're willing to use the GameShark, you can have a rare Celebi of your very own.

Name Withheld
Address Withheld

There is no word on whether the Wonderswan will be released here. If you are interested in purchasing one, any number of game importers will probably sell them—it's just a matter of doing a simple search online.

Surround Sound

Dear Expert Gamer,

I am looking for a high quality set of stereo surround sound speakers at a reasonable price for my PlayStation, N64, Dreamcast and soon-to-come PS2. I know that the N64 isn't designed for stereo sound, so I am mainly concerned with the other three. If you could get back to me, I would greatly appreciate it.

Sean
link1185@yahoo.com

The setup that you're looking for depends on how you define "reasonable." You'll need a minimum of five speakers to get surround sound, and prices can go anywhere from $150 for a starter kit to over $1,000 for a top-of-the-line sound system.

Keep in mind, though, that whatever speakers you buy will only be as good as your receiver. If your receiver can handle digital sound like Dolby 5.1, then pretty much any speakers you have will sound fairly good. This is particularly important for the PS2, which has an Optical/Digital output that provides clear and distinct sound separation.

You can buy inexpensive surround sound sets at stores like Best Buy for a reasonable price, although it will all be for naught if your receiver cannot handle the output.

PS2 Memory Cards

Dear Expert Gamer,

I need some information as to how to save the PS2 game, Timesplitters. I know how to save it, but I read the back of the case and it said that it needs an 8MG PS2 memory card—my Ridge Racer game said that it needed 420KB PS2 memory card. Does this mean that if I save my Timesplitters game that it'll take up the whole memory card? I'm confused.

Name Withheld
ZeppFan1986@aol.com

This isn't really an issue of memory cards so much as it's how different companies write the copy on the back of their game packaging. Ridge Racer's save games don't take up that much memory, so it only uses 420KB of the memory card. Timesplitters, on the other hand, uses up more room on a memory card since there's more information to be saved (not to mention any custom levels that you've designed). It doesn't, however, use up the entire 8MB on the memory card unless you save multiple custom levels.

Tomato, Tomahtoe

Dear Expert Gamer,

In your The Legend of Zelda: Majora's Mask strategy, you say the Fierce Deity's mask drains your MP. This is not true. Your MP drains when you use the beams on your sword. That's right—when you are at peak health, you shoot beams from your sword just like the original games.

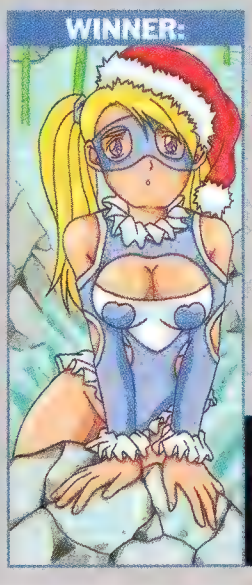
Russell and Randall Brewer
www.gamebrewers.com

This is a matter of interpretation. We suppose that if you really strain and concentrate, your way of thinking about things could work. The way we look at it, when you're shooting those beams from your sword, you are in effect using the Fierce Deity's Mask to do so. As you swing your sword, you're using your mask's abilities to cause more damage to the boss. It's all a matter of how you look at things. For example, our way is right...

Using your sword while wearing the Fierce Deity's Mask will drain your magic when you attack the bosses.

Letter Art

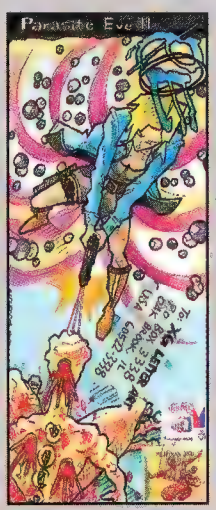
Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*



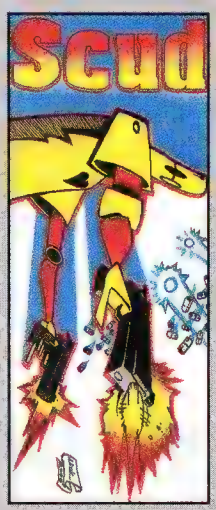
Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: *XG* Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@ziffdavis.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

Chao Sen Chen wins an Agetec Specialized Control Pad for the Sony PlayStation. Way to go, Chao!

Dream Parker
Pittsburgh, PA



Catlee Sac
Cainta, Rizal



Nick Crouch
Glendale, AZ

** Or at least get you in the magazine and win a controller from Agetec (FIRST PRIZE ONLY)!*

TIME TO SETTLE THE SCORE ONCE AND FOR ALL.

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CAPCOM VS. SNK™

Two monster corporations at war. One solution. A massive martial arts event, Millennium Fight 2000, is organized to settle the score and eliminate all conflict between the two parties. Many of the world's most famous warriors have joined and the public is going mad with anticipation. Join over 25 brawlers from Capcom's legendary Street Fighter and SNK's world-renowned King of Fighters series as they fight for universal domination. Capcom vs. SNK: the ultimate collision of strength and power.

T — Teen — Content Rated by ESRB — Animated Violence, Suggestive Themes

CAPCOM
CAPCOM.COM

Dreamcast.

International GAMER

how to be an IMPORT JUNKIE

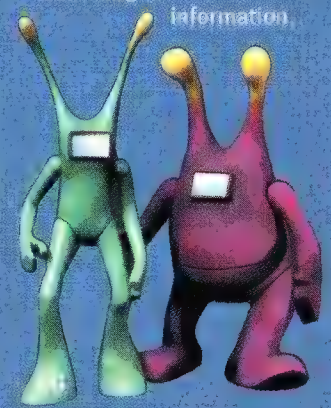
Space Channel 5 Action Figures

Funky Figures
The good folks at Palisades have noticed our country's lack of top-notch video game toys and are helping out by releasing a collection of six figures based on the wicked-cool Dreamcast game, Space Channel 5.

Take Ulala Home
Heading up this assortment is two different figures of the game's heroine, Ulala. Each figure has the swinging space reporter wearing outfits from different levels of the game (Levels 1 and 3, to be precise).

Friends and Foes
The remaining figures include Ulala's evil boss, Chief Blank, his robotic creation, Evila and Ulala's rival reporter, Pudding. There's even a two-pack of the lovable Morolian aliens. About the only figure missing is the broadcast pirate, Jaguar.

Buy These Toys!
These 4 1/4" figures are scheduled to be released during the first quarter of 2001 and will carry a suggested retail price of around $5.99. Check out your local toy, hobby and video game stores for these rockin' cool toys or visit www.palisades-marketing.com for more information.



Oh No!

Asmik Ace's 3D Game Offers Innovative Action
Oh No! is a game that probably won't see the light of day in America. Why? It is just too darned weird. Although there is little in the way of text for you to navigate, the strange themes in the game aren't likely to appeal to any US publisher. This off-beat title places you in control of two (sometimes three) dancing dudes who must traverse an obstacle path while collecting burgers. It's a simple concept, and quite entertaining.

Oh No! is like going through an obstacle course.

DDR: Disney's Rave

Dancing, Disney Style!
The DDR series continues with the release of this latest game. DDR: Disney's Rave is an easy version of Dance Dance Revolution that sports techno versions of a number of Disney songs as well a handful of non-related tunes. If you are looking to get into DDR, this game is a great place to start, because the dances are easy to do. If you are a hardcore DDR fan, don't despair, because there is a tougher Trick mode that you can play. Even better, there is a Dance Magic Mode where two players can compete in a head-to-head tug-of-war game that will test the endurance of even the most skilled dancer.

This CD has more than 20 songs to dance to!

Some of the songs will test your endurance.

Fist of the North Star Game for PlayStation!

Hokuto No Ken: Seikimatsukyuseisyudensetsu
The anime of Fist of the North Star comes alive with the release of the latest game based off of the series. In the game, you play as a martial artist named Kenshiro who travels across an apocalyptic world. The gameplay is much along the lines of Sword of the Berserk, where 3D fighting is interspersed with cinemas that convey the story.

You have an arsenal of moves at your disposal, and every strike can make an opponent's blood erupt out of his body in a great gout. Against tougher enemies you will be forced to press a set attack combo to finish him off.

Fans of Fist of the North Star will love the awesome visuals and the faithfulness to the series—expect to see a lot of familiar faces.

Fight your way through an army of armed thugs and mercenaries.

Kenshiro kicks Heart's fat away to reveal his weak point.

Anime Names You Should Know Part Two

CLAMP - studio

Work You Might Know
Card Captor Sakura, X: 1999, Magic Knight Rayearth
Specialty: The work of this group of female artists runs the gamut from sickeningly cute to intensely disturbing and violent (for example, Card Captor Sakura is about an elementary school girl, and X:1999 tells the tale of a bloody war where only one side will be left standing). The one constant in CLAMP's work is their art style, which typically features very tall, thin characters with extremely pointy chins and round, wide eyes. Strangely enough, a lot of their characters are named after cars...

Yuu Watase - artist

Work You Might Know
Fushigi Yuugi, Ayashi No Ceres
Specialty: Yuu Watase is primarily a manga artist, but most of her mangas end up being translated into anime. Although she is considered a shoujo (girls) artist, her works are generally liked by both sexes. She creates very well developed characters and dramatic stories that have romance and action. Her male characters are often well liked by the girls, and anyone can get into the engrossing stories.

Watase's latest project, Ayashi No Ceres, is currently broadcasting on Japanese TV, so it will be some time before it comes out here.

Sunrise - distributor/studio

Work You Might Know
All Gundam series, Cowboy Bebop, Escaflowne, Inu Yasha, Macross Plus
Specialty: In most cases, Sunrise doesn't create the anime themselves, they just release it. They are behind most of the popular titles. As a matter of fact, if you have any anime at home, the odds are pretty good that at least one of them will be from Sunrise.

Almost all of Sunrise products shows are created by the best names in the industry, have high production values and are generally considered to be the top of the line in anime.

Anime Picks of the Month

Trigun

Distributor: Pioneer
Format: TV Series
Genre: Action
This series has the same character designer as Slayers, and the shows share similar plotlines and visual styles. The Trigun series is set in a post-apocalyptic world with a wild western atmosphere, and each episode's theme varies from comical to deadly serious. If you're a fan of the Slayers series, you'll no doubt find Trigun much to your liking.

Outlaw Star

Distributor: Bandai
Format: TV Series
Genre: Action
Outlaw Star is another of the recent batch of shows that falls under the "bounty hunter in space" category. It holds its own among the others of that genre, though, with lots of action, some comedy and a memorable cast of characters. It's well worth checking out.

Wings of Honneamise

Distributor: Manga Video
Format: Movie
Genre: Drama
WOH is set in an alternate world that is about to send its first man into space. This movie is an emotional look at how the simplest events can change the world. WOH has complex themes and equally elaborate visuals that elevate this film above that of your average anime series. Check it out.

Jubei Chan

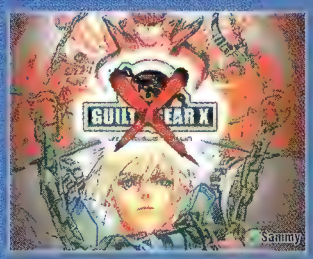
Distributor: Bandai
Format: TV Series
Genre: Comedy/action
Jubei-chan is about a regular girl who ends up with an eyepatch that turns her into the reincarnation of Jubei, Japan's greatest swordsman. Although this show has awesome fights and a totally demented sense of humor, it's a bit of an acquired taste...

Soundtrack: Guilty Gear X

The music in the original Guilty Gear was awesome and fit the game perfectly. Unfortunately, a lot of gamers haven't had a chance to play the original PlayStation game. The sequel, however, is coming to a Dreamcast near you and the soundtrack is once again a hard rock masterpiece. The soundtrack is actually a two-disc set containing not only the music from Guilty Gear X, but also some previously unreleased music from the first game.

Check your local import store or one of our selected URLs to find this rockin' collection.

http://www.gamemusic.com
http://www.cdjapan.co.jp



Anime Watch: Inu Yasha

Inu Yasha is based on Rumiko Takahashi's manga of the same name (the Inu Yasha manga is currently available from Viz). It is being released by Sunrise and is currently broadcasting on Japanese TV.

Kagome is a regular girl who accidentally ends up in the past. When she is attacked by a spirit, she is helped by a mysterious stranger who may not be the hero she needs.

So far, we've not heard that anyone has plans to release Inu Yasha in the States. Since it is a currently running series, there could be a considerable amount of time before we ever see a translation.

Kagome and Inu Yasha meet for the first time.

TRICKS OF THE TRADE

New Tricks!

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Score Big with GameShark from InterAct and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. Email your tricks and cheats to:

tricks@ziffdavis.com

On all emails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
60522-3338

PS2 PlayStation 2

Dynasty Warriors 2

All Hidden Characters Revealed: Enter this code at the title screen. Square, R1, Square, R2, Square, R2, Square, R1. 19 hidden characters will be unlocked in Free Mode. You will have less characters unlocked in Musou Mode. This will also give you the ability to choose your side in Free Mode.

Gradius III and IV

Full Power-Up in Gradius IV: In the game, make sure you have beaten a level and the end level boss. After this, press START to pause the game and then press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle. Press Start to unpause the game and your ship will be fully powered up with lasers, options, shield, etc. This will only work once per level, so use it wisely. You can build it up by clearing multiple levels without using it, and then you can do the trick more than once per level.

Midnight Club

Unlock Smuggler's Run Buggy: If you happen to have the game, "Smuggler's Run," you can open up a hidden vehicle in Midnight Club! Just save a game from Smuggler's Run on a memory card. Now, with this saved game in your system, go to the vehicle selection screen in Midnight Club. Keep scrolling through the cars and you will eventually see the Baja Buggy as a selectable vehicle!

NHL 2001

From the main menu, access "Game Settings." On this menu, access "Rosters." From this screen, choose "Create Player." Next, enter the first and last names of the players as shown below for various results. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense: Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name.

Superstar Forward: Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

Superstar Goalie: Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

Ready 2 Rumble Boxing: Round 2

From the main menu, choose Arcade Mode. Pick a One Player or Two Player game and on the boxer selection screen, enter any of these codes for the results as shown. You will hear a bell if the trick was entered correctly. (Note: Player One may enter one of the codes and then choose a character. Then Player Two may enter a different code and then choose a character).

Huge Gloves: Left, Right, Up, Down, R1, R2.

Zombie Boxer: Left, Up, Right, Down, R1, R1, R2.

Fat Boxer: Right, Right, Up, Down, Right, R1, R1, R2.

Skinny Boxer: Right, Right, Up, Down, Right, R1, R2.

Play as Freak E. Deke and Michael Jackson: R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2.

Trick of the Month

Tomb Raider Chronicles
PlayStation

All Weapons, Unlimited Ammo, Medipacks, Etc.: In the middle of a game, press SELECT to get to the inventory screen. Move over and highlight the Timex-TMX option. Now press and hold L1+R1+L2+R2+Up. With all of these buttons held, press Triangle. Go back to the game, press SELECT to get back to the inventory screen and you will see that you have unlimited ammo, medipacks and more.

All Items: In the middle of a game, press SELECT to get to the inventory screen. Move over and highlight the Timex-TMX option. Now press and hold L1+R1+L2+R2+Down. With all of these buttons held, press Triangle. Go back to the game, press SELECT to get back to the inventory screen and you will see that you have all the keys and items.

Special Features: In the middle of a game, press SELECT to get to the inventory screen. Move over and highlight the Timex-TMX option. Now press and hold L1+R1+L2+R2+Down+Circle. With all of these buttons held, press Triangle. Go back to the game, press START and quit the game. Once you are back at the Title Screen, a new option called "Special Features" will be underneath the "New Game" option. "Special Features" contains extra things like storyboards and concept art.

Dan Nelson
Glassboro, NJ

Silent Scope

Trade Life for Time in Story Mode: From the main menu screen, choose Arcade Mode and then the Story game. In the middle of the game, press START to pause and then press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle. Then move up to Continue and press START. You will gain five seconds of time and one of your lives will be cut down to half. You can do this multiple times for as many lives as you have.

Ridge Racer 5

Opening Cinema Effects: During the opening cinema, you can give three different effects to the graphics. Pressing R1 once will give you black and white graphics, pressing R1 again will give you yellowish graphics and pressing R1 a third time will give you blurred graphics. Use L1 to cycle the effects the opposite way.
Controller Sensitivity Display: In the middle of a race, press and hold the SELECT button until you see a graphic display. This display will show how hard you are turning your car, pressing the gas and pressing the brake. If you want to get rid of the display, just press the SELECT button.

Smuggler's Run

In the middle of the game, press START to pause. Now you may enter any of the button sequences below. You will hear a beep when these are entered correctly. Once you complete a mission or return to the menu, the trick(s) will no longer be active until you enter them again.
Half Gravity: L1, R1, R1, L2, R2, R2. Your car will float after going over any jump.
Zero Gravity Traffic: R1, R2, R1, R2, Up, Up, Up. Bump into any "traffic vehicle" on the ground and it will float away into the distance.
Invisible Off-Road Vehicles: R1, L1, L1, R2, L1, L1, L2. (Strangely enough, the cops will still know where you are.)

SSX

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.
Unlock Everything: Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.)
All Attribute Points: Circle, Circle, Circle, Circle, Circle, X, Triangle, Square.

Unreal Tournament

Invincibility: In the middle of the game, press START to pause. Then press Square, Circle, Left, Right, Circle, Square.
Level Skip: In the middle of the game, press START to pause. Then press Up, Down, Left, Right, Right, Left, Circle.
999 Ammo: In the middle of the game, press START to pause. Then press Left, Right, Circle, Circle, Circle, Right, Left.
Level Select: In the middle of a match, pause and choose to exit the game. Go to the main menu and choose to resume the game. Highlight the name of the saved game (character) you want, and press Up, Down, Down, Up, Left, Up, Right, Down. You will hear a sound. The "Select Ladder" screen will appear. Now you will see that all the matches are completed in each category, which makes them available to play.
Stealth Mutator: From the main menu, press Square, Square, Circle, Circle, Square, Square, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Stealth as an option. Choose this mutator to have all players equipped with cloaking devices.
Fatboy Mutator: From the main menu, press Circle, Circle, Circle, Up, Down, Down, Up, Circle, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Fatboy as an option. Choose this mutator to fatten up your character as he/she gets frags.

Crazy Runners: Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win.
Unlimited Hints: Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

Super Bust-A-Move

Secret Characters: On the title screen (where "Press Start Button" is flashing), press Triangle, Right, Left, Triangle. A sound will play and an icon will appear in the upper-left corner of the screen to indicate that the trick worked. Choose a mode at the Game Menu screen. Now Fungila and Katze will now be available as playable characters.
Another World: On the title screen (where "Press Start Button" is flashing), press Triangle, Left, Right, Triangle. A sound will play and an icon will appear in the upper-right corner of the screen to indicate that the trick worked. Choose the 1P Puzzle mode and all of the stages will be changed to new puzzles.

Swing Away Golf

Unlock All Golfers: On the main menu screen (with Story Mode, Normal Mode, Create Course and Options), press L2, R2, L2, R2, Up, Right, Down, Left, L1, R1. You will hear a sound if the code was entered correctly. Now go into either Story Mode or Normal Mode. Three more golfers (Sam, Meg and Steven) will now be available.

Tekken Tag Tournament

Begin with Tag Partner: If you want to start your match with your second player, just hold the Tag button on the loading screen until the match begins.
Tekken Bowl: Use Ogre to unlock True Ogre. (While bowling, you can see Dr. Boskonovitch jumping in the background. Aim to the left where he is, and if you get it just right, you will be able to K.O. him with the bowling ball!)

X Squad

On the main menu screen, enter these codes to start your game with more weapons, ammo and items. You will hear a gunshot if the codes were entered correctly.
Michael's 9mmS+99 Ammo: Square, Circle, Triangle.
Michaels 9mmS+99 Ammo. Taylor M82+99 Ammo and No Limit on Weight: Triangle, Circle, Square.
Michaels 9mmS+99 Ammo. Taylor M82+99 Ammo, No Limit on Weight, Radar: Circle, R1, Circle, L1, Triangle, R2.
Michaels 9mmS+99 Ammo. Taylor M82+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: L2, Square, R2, Triangle, L1, Circle, R1.
All Weapons (Beginner)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: Triangle, Square, Circle, Square, Triangle, Circle.
All Weapons (Intermediate)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: L1, L1, L2, L2, R1, R1, R2, R2.
All Weapons (Advanced)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP: Circle, Circle, Circle, Circle, Triangle, Square, Square, Square, Square.

DVD Codes

Chicken Run

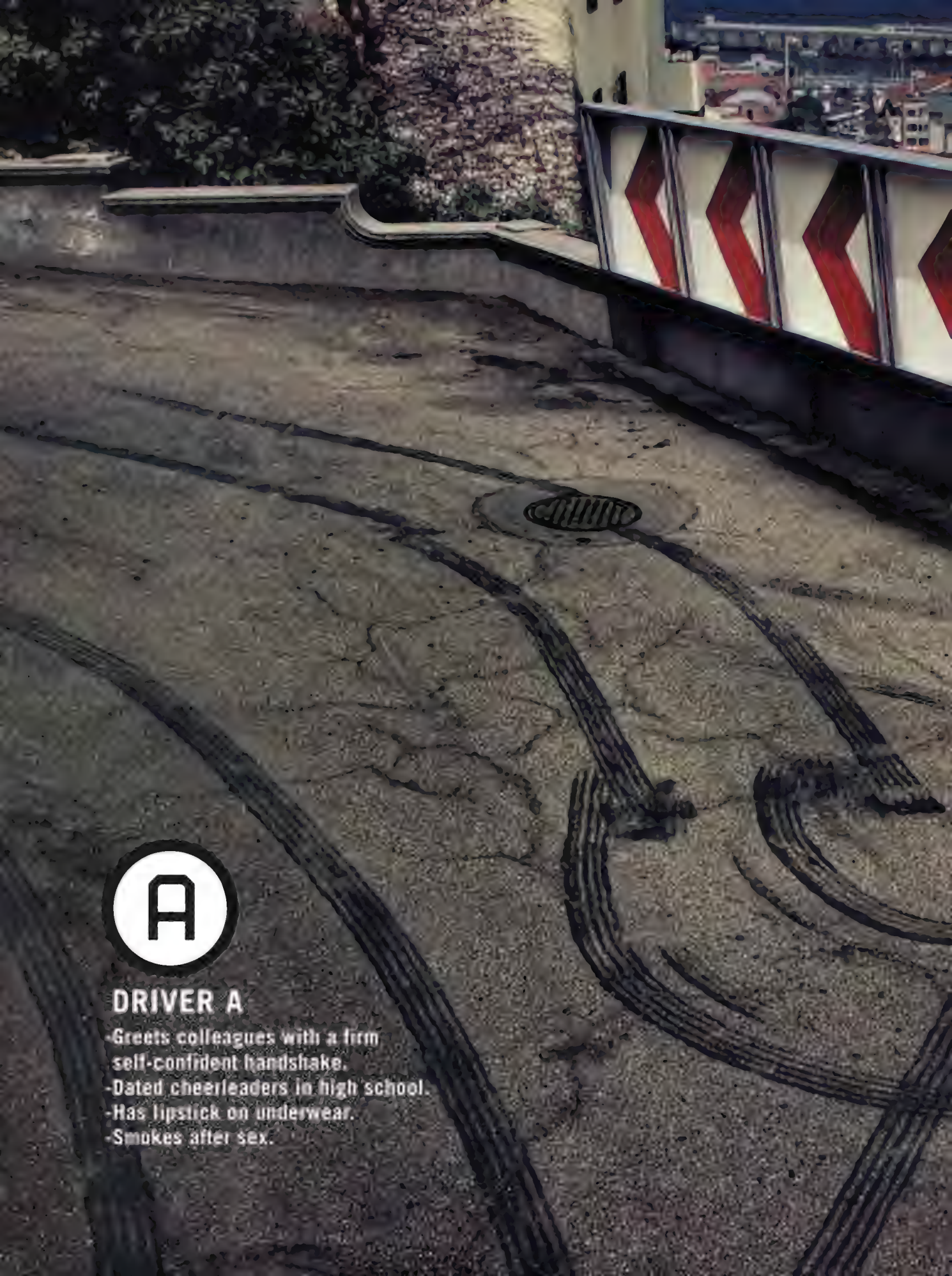
Multiple eggs are hiding throughout the menus of the Chicken Run DVD. They contain tidbits on the movie. Here are many of the locations. See if you can find any more!
Egg #1: On the Trailers and "TV Spots" menu, highlight the second trailer and press Down.
Egg #2: Go to Mel Gibson's bio. On the first page, highlight the Forward command and press Left.
Egg #3: Go to Tony Haygarth's bio. On the second page, highlight the Forward command and press Left .
Egg #4: Access Jane Horrock's bio, then highlight the Back command and press Right.
Egg #5: Go to Imelda Staunton's bio, then highlight the Forward command and press Left.
Egg #6: Move onto Dave Alex Riddett''s bio and highlight the Forward command, then press Left.
Egg #7: Go to the Special Features menu. Now, while highlighting the main menu, press Up .
Egg #8: Go to the Production Notes and on page five, highlight the Back command and press Right.
Egg #9: At the menu for scene selection, move onto Chapter 17: Rocky's Secret is Revealed, then press Right.
Egg #10: Go to the audio menu. Move onto the 2.0 Dolby Surround option and press Down.
Egg #11: Move onto Loyd Price's bio. On the second page, highlight the Back command and press Right.

Gladiator

Chicken Gladiator: On the second disc, go to the "Trailers" and "TV Spots" menu. While highlighting any of the options, press Left and you will be rewarded with a Chicken Run trailer that has a Gladiator theme.

X-Men

Hidden Character Designs: Go to the Special Features and access the Art Gallery. While highlighting the Production Design option, press Right to illuminate Wolverine's dog tags. Now press Enter to see The Blob and The Beast character designs.
Spider-Man Outtake: Go to the trailers and highlight Trailer A. Press Left and you will see a rose. Press Enter on the rose to be taken to a hilarious Spider-Man outtake.


A
DRIVER A
-Greets colleagues with a firm self-confident handshake.
-Dated cheerleaders in high school.
-Has lipstick on underwear.
-Smokes after sex.

MSR
METROPOLIS STREET RACER

Welcome to Metropolis Street Racer where going fast isn't enough, you've gotta go fast and look good. MSR is the only racing game where you're judged on KUDOS (points based on style) as well as speed. MSR features amazing recreations of real cities. London, Tokyo, and San Francisco, are shown in incredible detail, right down to the street signs and radio stations. So check out Metropolis Street Racer and see if you've got what it takes to maintain an image at 180 mph.

DRIVER B

-Offers a limp and clammy handshake that screams of self doubt.
-Wasn't allowed to date in high school.
-Has superheroes on underwear.
-Apologizes after sex.

Dreamcast

sega.com/msr

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EVERYONE
E
ESRB

GameShark Codes

Aerowings 2: Airstrike

Enable Level 2	4B4A0B2500000001
Enable Level 3	9B581E1B00000001
Enable Level 4	C4DBF31400000001
Enable Level 5	25F777A900000001
Enable Level 6	673B7FAD00000001
Enable Level 7	B5962E6100000001
Enable Level 8	E5070C7800000001
Enable Level 9	4B3A0B2500000001
Enable Level 10	7C05C7EE00000001
Enable Level 11	C46BF31400000001
Enable Level 12	F529826A00000001
Enable Level 13	533763BB00000001
Enable Level 14	9B881E1B00000001
Enable Level 15	E5B70C7800000001
Enable Level 16	252777A900000001
Enable Level 17	7C75C7EE00000001
Enable Level 18	7385C7EE00000001
Enable Level 19	CBEBF31400000001
Enable Level 20	FAA9826A00000001
Enable Level 21	5CB763BB00000001
Enable Level 22	94081E1B00000001
Enable Level 23	EA370C7800000001
Enable Level 24	2AA777A900000001
Enable Level 25	73F5C7EE00000001
Enable Level 26	AAD3457D00000001
Enable Level 27	FA19826A00000001
Enable Level 28	35F130AB00000001
Enable Level 29	81E399EC00000001
Enable Level 30	CB3BF31400000001
Enable All Levels/Planes	4B4B4B25E06DF041
	E070704100000000
T-2 Jet Trainer	80138B4E00000001
T-4 Jet Trainer	7235D54C00000001
F-1 Support Fighter	466A198700000001
F-2A Support Fighter	46DA198700000001
F-2B Support Fighter	F98990C800000001
F-4J Navy Fighter	F9F990C800000001
F-4EJ Fighter	D7A8859100000001
F-4EJ+ Fighter	90180CB900000001
F-15J Fighter	7745D54C00000001
F-15DJ Fighter	417A198700000001
F-104J Fighter	2F67650B00000001
F-14A Navy Fighter	ECE71EDA00000001
F-15A Fighter	EC971EDA00000001
F/A-18C Navy Fighter	AD8357DF00000001
F-15DJ Aggressor	3DE1220A00000001
F-16 Aggressor	E3F71ED900000001
F-14A Testbed	B0C63CC000000001
F-15DJ Aggressor 2	B0B63CC000000001
F/A-18C Aggressor	9EA80CBA00000001
T-3 Special Color	78D5D54F00000001
XF-3 Super Recipro Fighter	5747711A00000001

Cannon Spike

Max Score P1	8C6361DD05F5E0FF
Inf. Specials P1	A7237D4C00000004
Inf. Credits	520756930000000A
Max Score P2	7C053FDF05F5E0FF
Inf. Specials P2	9B88262A00000004

Capcom vs. SNK

P1 Infinite Health	5FB77CEF00003840
P2 Infinite Health	F1E99D3000003840

Continued on Page 25

Dreamcast

4 Wheel Thunder

Super Start: When you begin your race, wait for the countdown to reach "Go." As soon as this appears, press L-Trigger+A at the same time. You'll get a boosted start and a four-second boost as well.

Clean Pause: While the game is paused, press Y+X simultaneously to get rid of the text and see a clean action shot of your current game.

Infinite Slot Machine Retries: Once you finish a race, save your game. You may be awarded with a slot machine jackpot bonus game after the race. If you do poorly on the slots or just want to try it again, just load up your saved game and the slot machine will be available to play once again. You can do this as many times as you want.

Aerowings

Cheat Mode: At the "Press Start" screen, press L-Trigger+R-Trigger simultaneously. You'll hear someone say, "OK Good." This unlocks Exhibition Mode, all levels, airplanes and more.

Aerowings 2: Airstrike

Get Everything: When you begin your game, abort Training Mode and get to the "Game Select" screen. While on this screen, hold L-Trigger+X. With these held, press Y. You will hear a voice to confirm the code was entered correctly.

Bust-A-Move 4

On the title screen with "Press Start Button" flashing, enter the following codes for the results shown. You will hear a sound if the code was entered correctly.

Another World: X, Left, Right, Left, X. Now you will have more puzzles available in Puzzle mode under the Arcade setting.

More Characters: Right, Right, X, Left, Left.

Tarot Card Reading: Up, X, Down, X, Up. At the game menu, go into the option screen to see the new "Tarot Reading" (Love) option.

Talk Demo: First enter the More Characters and Tarot Card Reading codes, then, at the title screen, press X, Up, Left, Down, Right, Up, X, Down, Left, Up, Right, Down, X. At the game menu, go into the option screen to see the new "Talk Demo" option.

Centipede

In the middle of an Adventure game, press and hold L-Trigger+R-Trigger+X+A+Y+B. While holding these, press the Stick in the desired direction for these results.

Multiple Lives: Press Up on the Analog Stick. You may keep pressing Up while holding the buttons to gain thousands of lives!

All Levels: Press Down on the Stick. Press START to pause and you can move the Analog Stick to highlight different levels of the game.

Crazy Taxi

From the mode selection screen, choose either Arcade or Original Mode as well as the amount of time you want. Next, at the "Now Loading" screen, press and hold the following button combinations until the driver select screen appears.

No Arrows: Press and hold R-Trigger+ START. When the driver select screen appears, you will see "No Arrows" in the lower-left corner of the screen. If you haven't memorized the locations, you will have to listen to your passengers and pay attention where they point.

No Destination Mark: Press and hold L-Trigger+START. When the driver select screen appears, you will see "No Destination Mark" in the lower-left corner of the screen. You'll still see a small green outline around your destination point, but it won't be nearly as prominent as before.

Expert: Press and hold L-Trigger+R-Trigger+START. When the driver select screen appears, you will see "Expert" in the lower-left corner of the screen. The combination of No Arrows and No Destination Mark makes up the Expert Mode.

Hidden Bike: Go to the character select screen and highlight the driver you want. Press L-Trigger + R-Trigger three times simultaneously, then press the A button to pick your driver. You will hear bicycle chimes if entered correctly.

Dead or Alive 2

Change View of Victory Pose: As your character does its victory pose, hold X and move the Pad or Analog Stick to rotate the view. Press the B button to zoom in.

Full Screen Pause: During the game, press START to pause. Press the R-Trigger button to get a clean game screen without the text.

Girl Art: Place the Dead or Alive 2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "Bonus." In this folder are several images of the DOA2 girls in bikinis.

Uncut Demo: On the mode select screen, choose Option. On the "Option" screen, choose Game Setting. From "Game Setting" choose Others. On the "Other Setting" screen, change Your Age to a number higher than 21 (99 is optimal). Now go back to the mode select screen and pick Survival Mode. Play through this mode until you get onto the top ten ranking list and put in your name as REALDEMO. Now go back to the title screen and wait until the demo starts. You will then see the uncut demo with one of the scenes showing Kasumi in her birthday suit, lying in a gelatin-like substance.

Draconus: Cult of the Wyrm

On the title screen where it says, "Press Start Button," press X, Y, Y, X, X, Y, Y. This is the first part of the codes shown below. You will hear a sound to confirm that the code was entered correctly. Now begin a new game or load a previously saved one. In the middle of the game, press START to pause and then enter the following buttons codes to accomplish these results.

Level Skip: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Down on the D-pad.

Invincibility and One-Hit Kills: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Right, then UP, then START. You won't take any more damage and your instant kills will be worth 50,000 points!

Regain Life Points: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Left, then Up, then START.

Expendable

While the game is paused, enter any of the following codes as shown below.

Level Skip: Y, Y, X, X, L-Trigger, R-Trigger, Down, Down, Up, Up.

Extra Lives: A, B, X, Y, L-Trigger, R-Trigger, Up, Down, Left, Right.

Extra Credits: A, B, Left, A, B, Right, B, A, Down, R-Trigger.

F355 Challenge: Passione Rossa

Access the options screen, then press and hold X+Y. You will see a password option appear above Exit. Holding X+Y, move down and access the password option by pressing the A button. Now you may enter any of these passwords to unlock the courses as shown (the passwords are case sensitive).

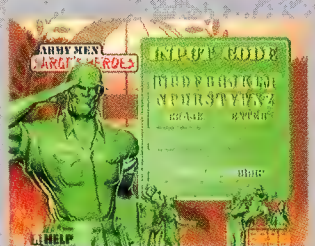
Fiorano Track: CinqueValvole

Nurburgring Track: LiebeFrauMilch

Army Men: Sarge's Heroes

From the main menu, go to the Input Code option and enter any of these passwords.

Spy Blue Mission: TRGHTR
Bathroom: TDBWL
Riff Mission: MSTRMN
Forest: TLLTRS
Hoover Mission: SCRDCT
Thick Mission: STPDMN
Snow Mission: BLZZRD
Shrap Mission: SRFPNK
Fort Plastro: GNRLMN
Scorch Mission: HTTTRT
Showdown: ZBTSRL
Sandbox: HTKTTN
Kitchen: PTSPNS
Living Room: HXMSTR
The Way Home: VRCLN (unlocks the secret characters in a multiplayer game)



Laguna-Seca Track: Stars&Stripes
Sepang Track: KualaLumpur
Atlanta Track: DaysofThunder

Fighting Force 2

Level Select: On the title screen, while "Press Start" is flashing, put in Left, Up, X, Up, Right, Y. You will see a flash on the screen if the code was entered correctly. Choose the "Start Game" option and a level selection screen will appear. Now you can choose your starting level.

Flag to Flag

Enter the following codes while starting the game in Arcade Mode.
Rainy Weather: Hold L-Trigger+R-Trigger+Down.
Weather Never Changes: Hold L-Trigger+R-Trigger+Up.

Dave Mirra Freestyle BMX

From the main menu, choose Proquest mode. Now enter these codes on the following screens for various results. You will hear a sound when they are entered correctly.
Slim Jim: On the select rider screen, press Down, Down, Left, Right, Up, Up, Y. You will hear a sound. Move Left until Slim Jim appears.
Unlock Bikes: On the bike select screen, press Up, Left, Up, Down, Up, Right, Left, Right, Y.
Styles Unlocked: On the "Style" screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y.

Grand Theft Auto 2

On the main menu screen, choose "Play." At the next menu, move up to the player name and change it to one of the following names to unlock these cheats as shown.
Invincibility: INFINITY
99 Lives: BIGCATS
Every Weapon: BIGGUNS
Level Select: SESAME
Recover Weapon After Death: LOSTTOYS
Double Damage: DBLWAMMY
Unlimited Electric Gun: BIGFRIES
No Police: LAWLESS
Get the 5X Multiplier: BOYAKASH
Max Respect from All Gangs: ALLFRIEND
More Blood: WOUNDED
Get $500,000: MUCHCASH
Get $9,999,999: ULTIMATE
Pedestrians Are Elvis: ERRHUH (Note: If you run over an entire group of Elvis pedestrians with a car, you will get the message, "Elvis has left the building.")
Unlimited Flame Thrower: TOASTIES
Invisible Player: SCOOBYDO.

Hidden and Dangerous

(Important Note: You need a Dreamcast keyboard plugged into port B on the Dreamcast to make these codes work) First, choose "Start Game" from the main menu screen and when asked to enter your name, type IWILLCHEAT on the Dreamcast keyboard and press the Enter key. Next, go through the setup process by choosing your mission, men, team and weapons. In the game, type in these codes on the DC keyboard for the results as shown. You will hear a click sound when a code is entered correctly.
Level Skip: MISSIONOVER
Restore Health: GOODHEALTH
Invincibility: CANTDIE (Note: Explosions and trains can still hurt or kill you.)
All Doors in Mission Open: OPENALLDOOR
Instant Death: KILLTHEMALL (Note: Use caution with this trick, as it kills hostages as well.)
Player Coordinates Displayed: PLAYERCOORDS
All Weapons and Items: ALLLOOT
Enemy View—Front: ENEMYF (This will give you a view behind the nearest enemy. Keep typing it again and again to cycle forward through the next nearest enemies.)
Enemy View—Backward: ENEMYB (This will cycle backward through the enemies.)
Huge Heads: FUNNYHEAD
Debug Frame: DEBUGDRAWWIRE (This puts a strange debug picture box on the screen.)
Fail Mission: GAMEFAIL
The End: SHOWTHEEND

House of the Dead 2, The

Get All Items in Original Mode: Complete Training Mode with five-star marks in each training session.
Display Score: On the title screen use the D-Pad to enter the code L, L, R, R, R, L, R, START.
Two More Sessions in Boss Mode: Beat all bosses in Boss Mode and get a ranking with each boss. This unlocks the Emperor and Fight All Bosses Mode.
Unlimited Credits in Original Mode: Complete Boss Mode with five-star marks for each boss, including Fight All Bosses Mode.
Bonus Cats: Shoot a cat and it will lead you toward a bonus item.
Bonus Rooms: To access one of the bonus rooms at the end of the game, you must get there without killing any hostages, or allowing any hostages to be killed.

Hydro Thunder

Super Start: To get a jump on the competition, wait until the announcer starts counting down. Immediately after he says, "three," press and hold the R-Trigger. Immediately after he says, "two," let go of R-Trigger and hold L-Trigger. Immediately after he says, "one," let go of L-Trigger and hold the R-Trigger. When he says, "Go, go, go!" you will get a nice boost and you'll hear, "Super Start!"
Boost Jump: After picking up some boost power-ups, you can do a special jump without the help of a ramp! If you hold the L-Trigger (brake) and then press A, you will be boosted into the air. This is great for getting those power-ups that are just out of reach.

Incoming

Cheat Menu: On the main menu screen, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A cheat menu will appear that allows you to choose your starting campaign, infinite lives, infinite weapons and Easy Shoot Mode.

King of Fighters, The Dream Match 1999

Full Pause Screen: Pause the game and press X+Y. This will get rid of the "Pause" word for cool freeze frames!
Bonus Characters: At the character selection screen, highlight the normal version of one of the following fighters, then hold START and press any button.

Kyo Kusanagi	Terry Bogard
Andy Bogard	Joe Higashi
Ryo Sakazaki	Robert Garcia
Yuri Sakazaki	Mai Shiranui
Billy Kane	Orochi Yashiro
Orochi Shermie	Orochi Chris
Omega Rugal	

Legacy of Kain: Soul Reaver

Press START to pause in the middle of the game and enter any of these codes. You will hear a confirmation sound after each code is entered.
Refill Health: Hold L-Trigger and press Down, B, Up, Left, Up, Left.
Next Level Health: Hold L-Trigger and press Right, A, Left, Y, Up, Down.
Maximum Health: Hold L-Trigger and press Right, B, Down, Up, Down, Up.
Refill Magic: Hold L-Trigger and press Right, Right, Left, Y, Right, Down.
Maximum Magic: Hold L-Trigger and press Y, Right, Down, Right, Up, Y, Left.
Pass Through Barriers: Hold L-Trigger and press Down, B, B, Left, Right, Y, Up.
Wall Climbing: Hold L-Trigger and press Y, Down, X, Right, Up, Down.
Hurt Raziel: Hold L-Trigger and press Left,B, Up, Up, Down.
Force: Hold L-Trigger and press Left, Right, B, Left, Right, Left.
Constrict: Hold L-Trigger and press Down, Up, Right, Right, B, Up, Up, Down.
Force Glyph: Hold L-Trigger and press Down, Left, Y, Down, Up.
Stone Glyph: Hold L-Trigger and press Down, B, Up, Left, Down, Right, Right.
Sound Glyph: Hold L-Trigger and press Right, Right, Down, B, Up, Up, Down.
Water Glyph: Hold L-Trigger and press Down, B, Up, Down, Right.
Sunlight Glyph: Hold L-Trigger and press Left, B, Left, Right, Right, Up, Up, Left.
Fire Glyph: Hold L-Trigger and press Up, Up, Right, Up, Y, X, Right.
Shift at Any Time: Hold L-Trigger and press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

Magforce Racing

All Tripods, Classes and Tracks: On the main menu, highlight the vehicle select and hold the X+Y buttons simultaneously. While holding these, press Up, Left, Down, Right, Right, Up, Down, Right. You will hear a sound when the trick is entered correctly. Now access the

GameShark Codes

Continued from Page 24

Dino Crisis

Infinite Health	94F80777000004B0

ESPN NBA 2Night

Home Team Scores 150	F129813800000090
Away Team Scores 150	26676BD800000090
Home Team Scores 0	F129813800000000
Away Team Scores 0	26676BD800000000

Jet Grind Radio

Infinite Time	2AA7AEC100005208

Maximum Pool

Always P1 Turn	1B54281000000000
Always P2 Turn	1B54281000000001

Red Dog

Tons o' Points	A54351750000FFFF
Max Lives	C23BE89700000002
Inf. Side Arm Ammo	A2435DAB000000C8

Resident Evil 3: Nemesis

Infinite Health (Jill)	EFE73CD4000000C8
Have All Files	74753769FFFFFFFF
Have All Maps	43967BA2000000FE
	7469B769000000FE
Have 10 Slots	98F02E9D0000000A
All Weapons In Box	60CB0F2B00000001
	A29335FB00000002
	F259F2EC00000003
	3DB1402D00000004
	89A3E96A00000005
	9D486E9D00000006
	E3777CFE00000007
	23E7072F00000008
	7AB5B76800000009
	B3865EE70000000a
	15D472FB0000000b
	4D2A7BA30000000c
	9D386E9D0000000d
	C27B83920000000e
	2357072F0000000f
	5527133D00000010
	A3E335FB00000011
	E3A77CFE00000012
	4D9A7BA300000013
	7A65B76800000014

Skies of Arcadia

Infinite Gold	5677A4E005F5E0FF
Max HP Vyse	B4E6E935270F270F
Max HP Aiko	F519453E270F270F

Sonic Shuffle

999 Rings P1	7EB5DD7B000003E7
999 Rings P2	84638379000003E7
999 Rings P3	7EB5DD7A000003E7
999 Rings P4	84638378000003E7
No Rings P1	7EB5DD7B00000000
No Rings P2	8463837900000000
No Rings P3	7EB5DD7A00000000
No Rings P4	8463837800000000

Spec Ops II: Omega Squad

Infinite Health	184C027500000064
Infinite Ammo	12F416E9000003E7
	90F80A8F000003E7
	5D17772F000003E7
Infinite Grenades	EC5718EF00000063
	86D38D7B00000063
	5867772C00000063
	145416EB00000063

vehicle and track select options to see all the new tripods, classes and tracks at your disposal.

Marvel vs. Capcom

Play as Shadow Lady: On the character selection screen, put the cursor on Morrigan. Then press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down. You will see Shadow Lady appear below Gambit.

Play as Gold War Machine: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up. You will see Gold War Machine appear above Zangief.

Play as Orange Hulk: On the character selection screen, put the cursor on Chun-Li. Then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up. You will see Orange Hulk appear above Ryu.

Play as Lilith: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down. You will see Lilith appear below War Machine.

Play as Red Venom: On the character selection screen, put the cursor on Chun-Li. Then press Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up. You will see Red Venom appear above Chun-Li.

Play as Roll: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right. You will see Roll appear to the right of Mega Man.

MDK2

Full Screen Pause: During the game, press START to pause. Then press X+Y simultaneously to get a clean game screen without the text.

PC Pictures and Sounds: Place the MDK2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "MDK2." Inside, you'll find picture and sound files that you can view and play on your computer.

NBA 2K

From the main menu, go into the options screen and pick the "Codes" option. At the "Cheat Codes" screen, enter one of the passwords below for the results as shown. Make sure you enter the codes in all capital letters.

Secret Teams: DEVDUDES (Opens the three Insomniacs teams, which include the Sega Sports, Sega and NBA 2K teams.)
Huge Ball: BEACHBOYS
Crowd Message: HIMOM
Giant Heads: FATHEAD
Micro Players: LITTLEGUY
Large Players: MONSTER
Squished Players: SQUISHY
Obese Players: DOUGHBOY
Huge Feet: BIGFOOT
Hurt Coaches: COACHOUCH

NBA 2K1

Hidden Teams: From the main menu, access the options screen, then select "Codes." On the "Cheat Codes" screen, type in vc as your password and. then the Enter key. The screen will then say that the Superstars feature has been unlocked.

NBA Showtime

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown and then press the Pad or Stick in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).

Tournament Mode: 1-1-1 Down.
Show Shot Percentage: 0-0-1 Down.
Show Hotspot: 1-0-0 Down.
No Hotspots: 2-0-1 Up (2p must agree).
Big Head Mode: 2-0-0 Right.
Team Uniform: 4-0-0 Right (2p must agree).
Alternate Uniform: 4-3-0 Right.
Midway Uniform: 4-0-1 Right.
Home Uniform: 4-1-0 Right.
Away Uniform: 4-2-0 Right.
Fog: 1-2-3 Up (Outdoor courts only).
Thick Fog: 1-2-3 Down (Outdoor courts only).
Night Fog: 1-2-3 Left (Outdoor courts only).
Swamp Fog: 1-2-3 Right (Outdoor courts only).
Rain: 1-4-1 Left (Outdoor courts only).
Snow: 1-2-1 Left (Outdoor courts only).
Blizzard: 1-3-1 Left.
No Replays: 3-3-1 Left.
No Tipoff: 4-4-4 Up (2p must agree).

NFL 2K

Enable cheats by going into the options screen, choosing the "Codes" selection and entering the following codes.

Alternate Text: SCRAWL (Some of the text will have a different font.)
Fat Players: LARD
Sega Sports Team: SUPERSTARS (The Sega Sports team will be available at the team selection screen between the NFL All-Pros and San Francisco 49ers.)
Turbo Mode: TURBO (Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Turbo.")
Slow-Motion Mode: DEDMAN (Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Slomo.")
High-Pitched Commentary: SQUEEKY
Auto-Defense Play Selection: On the play selection screen when on defense, press A twice to have the CPU choose a random play to stop your opponent.
More Attribute Points: In the Create-A-Player Mode, highlight an attribute and move the points all the way down to "0." Then move it all the way back up to the original number. Now look at the available points at the top of the screen and you will have gained a point. Do this for each attribute and you will gain a point for each one.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear someone say, "Lights out, baby!" when the code is entered correctly.

Name: BRAIN (Brain)	Pin: 1111
Name: SMILE (Smiley)	Pin: 1111
Name: FORDEN (Dan Forden)	Pin: 1111
Name: SKULL (Skull)	Pin: 1111
Name: TURMEL (Mark Turmell)	Pin: 0322

Cheat Codes: On the "Versus" screen, press Turbo, Jump and Pass to change the icons below the helmets on screen. The list below indicates the number of times each button should be pressed. After the icons have been switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. You will see the name of the code and hear a sound. More then one code may be activated per game; just make sure you enter it fast enough.

Infinite turbo	5-1-4 Up
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defense	4-2-1 Up
Power-up teammates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Green Bay Packers playbook	1-2-2 Left
Colts playbook	1-2-3 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection (Teams Must Agree)	1-1-5 Left
Show more field (Teams Must Agree)	0-2-1 Right
No CPU assistance (Teams Must Agree)	0-1-2 Down
Power-up speed (Teams Must Agree)	4-0-4 Left
Hyper blitz (Teams Must Agree)	5-5-5 Up
Smart CPU opponent	3-1-4 Down
Tournament mode (2P Game)	1-1-1 Down
Always quarterback (Requires two human teammates)	2-2-2 Left
Muddy field	5-2-5 Down
Wet field	5-5-5 Right

NFL Quarterback Club 2000

On the main menu screen, move down to the "Enter Cheat" option and put in any of these codes for the results as shown.

Stocky Players: MRSHMLLW
More Injuries: HSPTL
Big Football: BCHBLL
Thin Players: TTHPCK
Large Coin at Coin Toss: BGMNY
More Fumbles: BTTRFNGRS
Bouncy Ball: FLBBR
Smokey Ball: HSNFR
Slow Motion: FRRSTGMP
Rugby Mode: RGBY

NHL 2K

From the "New Game" menu, choose either Exhibition, Season or Playoff. Go to Custom Players and change the first and last names of your player to one of the names shown below. Once you do this, press A to accept the player. Back at the "New Game" menu, go to Trade Players and on the "Roster Manager" screen, choose the Free Agents pool. Scroll through the players until you see the one you created. Now press A to select the player and X to execute the trade. Press A again to accept this trade agreement. Go back to the "New Game" menu once more and select Edit Lines. In this menu, move over to the players (either on the ice or scratched) and you will see the faces or message for the players you created.

Tony Twist: Tony Twist
Ron Hextall: Ron Hextall
Marty Reasoner: Marty Reasoner
Wayne Gretzky: Enter this name to see "Thanks for the Memories" over the head shot on the "Edit Lines" screen.
D Port Codes: *Have a controller plugged into the fourth port (D) on your Dreamcast and enter these tricks with it.*
Black Box Team: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, B, X. You will hear the announcer say, "Oh, Black Box, baby." Now Black Box is available in the choice of teams.
Big Heads: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, A, B, Y. You will hear the announcer say, "Oh, Black Box, baby." Everyone on the team will have big heads except for the goalie.

Nightmare Creatures II

Cheats Menu: In the middle of the game, press START to pause. Next, press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Left, B, X, Left, B, X, Left, B, X, A, X.
Replenish Health: When your energy is low in the game, just press and hold the X+Y+B buttons simultaneously. Hold them until your health builds back up again and you will get a full bar!

PenPen Trilcelon

Play as Hidden Racer: Hanamizu becomes playable after you beat all tracks and earn all Silver medals. He's unbelievably fast and a little tricky to use.

Plasma Sword

Highlight one of the appropriate character on the character select screen and then enter the code.

Play as Kaede: Highlight Rain and press Down, Down, Left, Left, Up. Kaede will appear in a box above Rain.
Play as Rai-On: Highlight Byakko and press Up, Down, Left, Left, Right, Left, Up. Rai-On will appear in a box above Byakko.
Play as Evil Gamof: Highlight Gamof, then hold START and press A.

Power Stone

Manipulate the Victory Camera: Use A, X, Y, B and the Pad and Analog Stick to zoom in and out, rotate the camera around the victor, etc.
Play as the Bosses: Finish the game with each character one time. Finishing the game with any character opens up an extra option in "The World of Power Stone" book.

Rainbow Six

In the middle of your game, press the following buttons to activate these special modes

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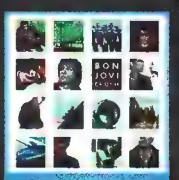
Christina Aguilera *Come On Over Baby*, more. (RCA) 31228



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(hed) pe: Broke
(Jive) ✆♮ 36107

DMX: ...And Then There Was X *Party Up*, etc.
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Blink 182: Enema Of The State
(MCA) ♮ 28886

Dido: No Angel Title track, *Here With Me*, more.
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Jessica Simpson: Sweet Kisses
(Columbia) 32835

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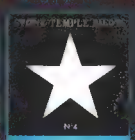
(Columbia) 31473



Stone Temple Pilots: No. 4 *Down*, more.
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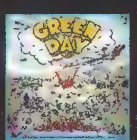

Green Day: Dookie
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Moby: Play *Porcelain*, *Honey*, etc.
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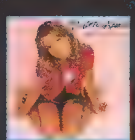
Sublime: Greatest Hits
(MCA) ♮ 32113

Marc Anthony *My Baby You*, more. (Columbia) 32135



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Shania Twain: Come On Over (International Version) (Mercury) 32811

Nine Inch Nails: The Fragile (Nothing/Interscope) ★♮ 31447

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Black Sabbath: Paranoid (Warner Bros.) 04222

Live: The Distance To Here (Radioactive/MCA) 31614

Faith Hill: Breathe *The Way You Love Me*, more. (Warner Bros.) 32897

Backstreet Boys *Everybody (Backstreet's Back)*, more. (Jive) 21975

Red Hot Chili Peppers: What Hits!? (EMI) ♮ 00144

The Clash (Epic) ¢♮ 33085

Stevie Ray Vaughan: Greatest Hits (Epic) 11223

The Bloodhound Gang: Hooray For Boobies *The Bad Touch*, etc. (Geffen) ♮ 33136

Garth Brooks: Double Live (Capitol Nashville) ★ 26356

Eminem: The Slim Shady LP *My Name Is*, more. (Aftermath) ♮ 28121

Hootie & The Blowfish: Cracked Rear View (Atlantic) 05872

2Pac: Greatest Hits (Interscope) ★♮ 26422

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S Club 7: S Club (Interscope) ¢ 33327

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Jane's Addiction: Nothing's Shocking (Warner Bros.) ¢♮ 01967

Mya: Fear Of Flying *Case Of The Ex*, more (Interscope) ¢ 34838

VH-1 Storytellers David Bowie, Stevie Nicks, more. (Interscope) 34839

The Family Values Tour 1999 Limp Bizkit, Korn, Filter, others. (Interscope) ♮ 34840

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Beastie Boys: Paul's Boutique (Capitol) ♮ 02471

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DMX: It's Dark And Hell Is Hot (Def Jam) ♮ 24977

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Sheryl Crow: Tuesday Night Music Club (A&M) 03061

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Nutty Professor II/Sdtrk. *Doesn't Really Matter*, etc. (Def Jam) ♮ 35987

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The Band: Music From Big Pink (Capitol) ¢ 36318

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The Police: Every Breath You Take—The Classics (A&M) 03515

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Filter: Title Of Record *Take A Picture*, more. (Reprise) ♮ 31993

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LFO *Girl On TV, Summer Girls, Can't Have You*, more. (Arista) 31225

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Brian McKnight: Back At One (Motown) 31370

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MS 727

in the game. You'll hear a noise and see text on the left side of the screen to confirm that they worked. To turn off any of the codes, just enter them again. Note: Don't pause the game before entering these!

Avatar God: Simultaneously press Up on the Analog Stick, Down on the D-Pad and A button. Your character becomes invincible, but the rest of your team won't be affected.

Team God: Simultaneously press Left on the Analog Stick, Down on the D-Pad and A button to gain invincibility for everyone on your team.

Big Heads: Simultaneously press Up on the Analog Stick Up, Down on the D-Pad, and X button.

Humongous Heads: Simultaneously press Left on the Analog Stick, Down on the D-Pad, and X button.

Polska: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and X button.

Heavy Breathing: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and A button.

Stumpy: Simultaneously press Left on the Analog Stick, Down on the D-Pad, and Y button.

Brains: Simultaneously press Up on the Analog Stick, Down on the D-Pad, and Y button.

Side Scroller: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and Y button.

Clodhopper: Simultaneously press Left on the Analog Stick, Down on the D-Pad, and B button.

Rude: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and B button. If you have the "Team God Mode" on, your team will be yelling at you to watch your fire.

Victory Conditions: Simultaneously press Up on the Analog Stick, Down on the D-Pad, and B button. This will prevent the mission from being aborted if an alarm is triggered or a hostage is shot.

Infinite Ammo: If you shoot all the bullets in your clip except one and put in a new clip, you will not lose the clip! Keep repeating this to have an infinite amount of ammo!

Rayman 2: The Great Escape

Hidden Mini Game: On the title screen, press START, then immediately hold L-Trigger+R-Trigger and press B, B, B, B while the screen is scrolling down. Now, on the menu, you will have access to a new option called "Globox Disc Access." Choose this option and you'll be taken to a mini game that you can play with multiple players.

Ready 2 Rumble Boxing

Alternate Backgrounds: Set the system date to October 31 to place skeletons in the crowd. Set the system date to December 25 to place Christmas trees in the prize fight arena.

Alternate Costumes: At the character select screen, press X+Y simultaneously.

Alternate Cornerman: At the character select screen, hold the X button and press Up, Right, Down or Left.

Bronze Class Boxers: Select Championship Mode from the main menu. Then, choose New Game and enter RUMBLE POWER as a gym name to unlock all class bronze boxers in championship mode. *Note: This also unlocks Kemo Claw in Arcade Mode.*

Silver Class Boxers: Enter RUMBLE BUMBLE as a gym name. *Note: This also unlocks Bruce Blade in Arcade Mode.*

Gold Class Boxers: Enter MOSMA! as a gym name. *Note: This also unlocks Nat Daddy in Arcade Mode.*

Champ Class Boxers: Enter POD 5! as a gym name. *Note: This also unlocks Damien Black in Arcade Mode.*

High Voice Cornerman: On the character select screen, hold X and press L-Trigger+R-Trigger simultaneously.

Taunts: During a match, hold X+A or Y+B to taunt your opponent. *Note: Only X+A works for Damien Black.*

Fight in the Arena with a Balcony: On the main menu, enter Arcade Mode. Now pick the two-player option. Have both players hold the L-Trigger on each controller while choosing a boxer with A.

Fight in the Championship Arena: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection screen, have both players hold the R-Trigger on each controller while selecting a boxer with A.

Fight in the Gym: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection screen, have both players hold L-Trigger+R-Trigger on each controller while choosing a boxer with A.

Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer and pick the "Train Boxer" option. Now highlight the "Rumble Aerobics Training," press Left and then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs $25,000) for $500! This will boost your strength and experience very quickly. You can also purchase the Sway.

Re-Volt

From the main menu, choose "Start Race." Then select a Single Race. Now enter your name as one of the codes as shown below for various results.

Access All Cars: CARTOON
Access All Tracks: TRACTION
All Weapons Available: OYOY (While playing a game, just press L-Trigger+R-Trigger repeatedly to cycle through the choices.)
Access to the Probe U.F.O.: YUEFO
Change Cars in a Race: CHANCER (Just press Up or Down at the pause menu to change your car.)
Tiny Racers: MAGGOT
Hifi Mode: FLYBOY
Change Progress Table: GOATY (Edit your wins, losses, etc.)

Samba de Amigo

On the main menu screen, choose either Arcade or Original. On the mode select screen, use the left Maraca or the D-pad on your controller to access the following new modes.

Random: Hold Down until "Random" appears in the middle of the screen.
Super Hard: Hold Up until "Super Hard" appears in the middle of the screen.

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Trigger+R-Trigger+X+Y buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The codes shown are very difficult to enter. The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear)

Random Weapons: Highlight Random Weapons. Press and hold L-Trigger+A. While holding these, press X, Y. Release all buttons. Press and hold R-Trigger+A. While holding these, press X, Y.

Star Wars: Demolition

New Characters: On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L-Trigger+R-Trigger simultaneously. This will bring up the Passcode option. Enter your passcode as WATTO_SHOP and then press A to accept it. Now go back to the main menu and choose a one or two player game. Choose your Arena and on the "Choose Contestant" screen, press Left to see three new characters; Lobot, Boushh and Darth Maul.

Invisible Track: Highlight Invisible Track. Press R-Trigger, L-Trigger, Y, X, A, A, X, Y. Then press and hold L-Trigger+R-Trigger. While holding these, press A.

Mass: Highlight Mass. Press and hold A. While holding this button, press X, X, Y. Release the A button. Press L-Trigger, R-Trigger.

Brakes: Highlight Brakes. Press Y, Y, Y, then press and hold L-Trigger+R-Trigger+A+X.

Demolition Battle: Highlight Demolition Battle. Press and hold the L-Trigger+A. While holding these, press Y, X. Release all buttons. Press and hold R-Trigger+A. While holding these, press Y, X. All weapons in battle mode will be the battering ram.

Super Tires: Highlight Super Tires. Press and hold the R-Trigger. While holding this, press X, X, X. Release the R-Trigger. Press and hold the L-Trigger. While holding it, press A, A, Y.

All Cars: Highlight "All Cars." Press A, A, Y, Y, L-Trigger, L-Trigger. Hold R-Trigger+X. Release all buttons. Hold L-Trigger+A.

Seaman

Rapid Evolution: Once your Seaman eggs have hatched and four of them have been eaten by the Nautilus, they will evolve. Once this evolution process happens, you can do this trick. After you've saved your session, turn the Dreamcast off and pop open the lid on your system. Turn on the power again and when the screen comes up, access the Settings file. Change the Date/Time to one or two days ahead. Set it and then start up the Seaman game again. The game will think that this time has actually passed. Repeat this process to develop your Seaman more rapidly. Remember to clean the tank and heat it each time to make sure he's growing well.

Sega Rally 2

At the title screen, put in the following codes for the results as shown. If done correctly, you should hear a confirmation sound.

All Cars: Up, Down, Up, B, A, Left, B, B, Down.
All 10 Year Raceways Open: Up, Left, Down, Right, B, A, B, Right, Down.
Increased Frame-Rate: Up, A, Down, Down, Left, Right, B, B, Down.

Slave Zero

To initiate these codes, you need to have two controllers (in Ports A and B). Start playing the game, then take the controller in Port B and hold L-Trigger+R-Trigger. With these held, press one of the following buttons to initiate the corresponding result.

Make New Ammo and Health Appear: X.
All Enemies Stop Firing: A.
God Mode with Unlimited Ammo: B.

Sonic Adventure

Play as Super Sonic: First, you need to beat the game with all of the characters. When that happens, you will be able to choose Super Sonic from the player select screen. You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (formed be an explosion) until you reach the Green Crystal Shrine. Head around back until you find the place Dr. Robotnik (Eggman) crashed. You'll see a new cinema, and fire will surround the Green Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered. Once Tails wakes you up, go back to the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will face with Perfect Chaos and his friends will gather all the Chaos Emeralds to make him Super Sonic in the final battle!

Soul Calibur

Hidden Commands: As hidden features appear, "3rd Costume," "Weapon Select" and "Metal Model" become available.
3rd Costume: In the character select screen, place the cursor on the character, press the Y button and select. Only certain characters have a third costume. Refer to the "3rd Costume" table for a listing of these characters.
Weapon Select: In the character select screen, place the cursor on the character and press the L-Trigger to display weapons, then select the desired weapon. For Edge Master and Inferno, this feature will not result in any changes.

Metal Model: In the character select screen, place the cursor on the character and hold down the R-Trigger and select. The Metal Model can be used together with the third costume.

Speed Devils

Enter these codes while in the middle of a race. Don't pause the game!
All Tracks and Cars: B, Right, B, Right, Up, B, Up.
Unlimited Nitros: Down, Up, Down, Up, A, X, A.
Skip Current Class: Down, Right, Down, Right, A, X, A.
More Money: A, Right, A, Right, Up, B, A.
Note: This works in Championship Mode only.

Star Wars Episode 1: Jedi Power Battles

Jedi Power Battle Mode: On the main menu screen, choose "New Game" and start a two-player game. In the middle of play, take controller 1 and press and hold R-Trigger+X+Y+B. With these held, press A. This will allow you to damage your partner. To turn this mode off, just do the trick again.

Street Fighter Alpha 3

Play as Shin Akuma: On the character select screen, highlight Akuma. Then hold START and press A. The regular Akuma will now be Shin Akuma.
Play as Super M. Bison: First, beat the game with a World Tour character on Level 8 without continuing. Once you do this you can hold START and press A to select Super M. Bison.

Street Fighter III: 3rd Strike

Load the game, then press and hold the following codes until the Capcom logo appears.
De-Interlaced Mode: Press and hold L-Trigger+START.
Low Resolution: Press and hold Y+START.
Regular Screen: Press and hold X+START.

Street Fighter III: Double Impact

Hidden Extra Options: From the title select screen, you may choose either Street Fighter III or Street Fighter III: Second Impact. At the mode select screen, highlight "Option" and hold the L-Trigger+R-Trigger buttons. Keep holding them throughout the rest of the trick. Next, choose "Option." On the Option Mode screen, highlight Game Option and press Left, Left, X, X, Right, Right. Move down to Button Config. and press Left, Left, Y, Y, Right, Right. Move down to Screen Adjust and press Left, Left, X, Y, Right, Right. Move down to Sound and press Left, Left, Y, X, Right, Right. You will see "Extra Option" underneath the "Sound" option.
Play as Gill: From the title select screen, you may choose either Street Fighter III or Street Fighter III: Second Impact. At the mode select screen, access "Option." Then, access "Game Option." Put "Difficulty" to one star, "Damage Level" to eight stars and "Rounds" to one. This will make it easier to beat the game. Once you play and finish the game, go to the player select screen, highlight Sean and press Up. You'll now have Gill.
Play as Akuma: From the title select screen, choose Street Fighter III: Second Impact. On the player select screen, highlight Sean and press Up. Akuma's Triangle will appear and you will now be able to fight as this character.
Play as Yang: From the title select screen, choose Street Fighter III. On the player select screen, highlight Yun and press any Kick button to choose Yang instead.

Striker Pro 2000

Be the Ball: In the middle of the game, press START to pause. Now press Up, Up, Down, Down, Left, Left, Right, Right, L-Trigger, L-Trigger, R-Trigger, L-Trigger, R-Trigger, L-Trigger. Press START to go back to the game and then hold the L-Trigger+R-Trigger simultaneously. Hold Right to move the ball up, and Left to move the ball down.

Sydney 2000

Enter this code very quickly (within about 3 seconds) to make it work. You will hear a sound if the code was entered correctly.
Full Stats: At the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Left. Now access the "Olympic" option. When you select an event, you will see that you have full Olympic stats.

TNN Motorsports: Hardcore Heat

On the mode select screen, press the following button combinations to unlock these new features in the game. You will hear a voice if they have been entered correctly.
LE-2001 Vehicle: Y, X, Right, Left, Right, Left, Down, Down, Up, Up.
Combat Jet: Left, Right, Down, X, X, X, X.

Tokyo Xtreme Racer

Mark Other Cars: Press L-Trigger or R-Trigger at the "Assist Shifting" menu and you will hear a tone. This enables every rival pointer during a battle. *Note: this code works only in Quest mode.*
Max Speed: Press Y at the "Assist Shifting" menu, then you will hear a tone. This will enable the max speed of the player and rival car after a win or lose battle. *Note: this code only works in Quest Mode.*

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Now press and hold the L-Trigger. While holding it, press the following buttons to unlock the cheats as shown. The screen will shake if entered correctly.
All Cheats: B, Right, Up, Down, B, Right, Up, X, Y.
Random Locations to Begin: X, B, A, Up, Down.
Big Heads: X, B, Up, Left, Left.
Infinite Special Meter: A, Y, B, Down, Up, Right.
Play as Private Carrera: Y, Up, Y, Up, B, Up, Left, Y. Exit the game and go to the character select screen. You will see Private Carrera instead of Officer Dick.

Toy Commander

For all the tricks shown below, you must first press START to pause in the middle of the game. After each code is entered, you will hear a sound confirming that it worked.
Every Map Available: Hold L-Trigger and enter A, Y, X, B, Y, X.
Heavy Weapon: Hold L-Trigger and enter X, A, Y, B, A, X.
99 Heavy Ammo: Hold L-Trigger and enter A, B, X, Y, B, A.
New Machine Gun: Hold L-Trigger and enter B, A, Y, X, A, B.
Toy Fixed: Hold the L-Trigger and press A, X, B, Y, A, Y.

Trick Style

Choose "Cheats" from the options screen and then put in one of the following passwords.
Win Everything: CITYBEACONS
Win All the Time: TEAROUND
Infinite Time: IWISH
Power-up Moves: TRAVOLTA
Big Heads: INFLATEDEGO

UFC: Ultimate Fighting Championship

999 Creation Points: On the main menu, choose "Career" and on the Edit Menu, choose "Make a New Fighter." After selecting a discipline, fighter type, voice and color, go to the "Setting" selection at the top of the screen. Enter "Best" for the first name and "Buy" for the last name.

Vigilante 8: Second Offense

From the main menu, choose the options screen. From there, press the A button on "Game Status," choose your player with A, then press L-Trigger+R-Trigger simultaneously. From here, you can enter these passcodes for the results shown. If entered correctly, you will hear a voice say, "Funky." Be sure to press the A button after entering each code in order to complete it. When you're done with a code, you will have to press L-Trigger+R-Trigger in order to enter a new one.
No Enemies: HOME_ALONE
No Delay Firing: RAPID_FIRE
Monster Wheels: GO_MONSTER
Suspended Cars: JACK_IT_UP
Heavier Cars: GO_RAMMING
Increased Enemy Attack: UNDER_FIRE
Deadlier Missiles: BLAST_FIRE
CPU Picks Features: QUICK_PLAY
Quick Vehicles: MORE_SPEED
Slow Vehicles: GO_SLOW_MO
Floating Cars: NO_GRAVITY

Wacky Races

After choosing a racer, run into the sign in the middle of the grassy hill. This will give you several options and a "Cheats" option at the bottom of the menu. Enter these cheats for the results as shown.
All Challenges and Tracks: WACKYGIVEAWAY
All Cars: WACKYSPOILERS
All Abilities: BARGAINBASEMENT
Super Difficult: CRACKEDNAILS

Wild Metal

In the middle of your game, press the following buttons to unlock these new game features (note: Right, Left, Down, and Up are D-Pad commands).
Invincibility: Y, Right, B, Left, X, Down.
Friendly AI Units: B, Down, A, Down, X, Y.
Boost: Up, X, Down, B, A, Y.
All Weapons: A, A, Right, Y, A, Right.
Maximum Health: Down, Down, A, X, B, X
Show All Token Locations: Y, B, A, Left, Down, Down.

World Series Baseball 2K1

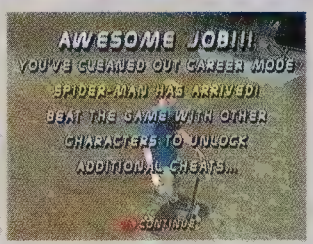
Automatic Batting Aim: When your man is up to bat, move the Analog Stick slightly in any direction. While keeping a hold on the Analog Stick, wait until the pitch and the cursor will automatically follow the ball for perfect aim. (This trick will work in the default Rookie Mode setting.)

Zombie Revenge

Fighting Mode Stage Select: From the title screen, choose the "Fighting Mode" option. At the "Fighting Mode" screen, press and hold START. While holding START, choose an option with the A button. The stage select screen will appear where you can choose between seven different stages.

Tony Hawk's Pro Skater 2

In the middle of the game, press START to pause. Press and hold the L-Trigger button. While holding it, enter any one of these codes for these results.
Ultimate Cheat: A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. This will give you access to tons of cheats including Officer Dick, Spider-Man, tons of money, etc.
Big Head: X, B, Up, Left, Left, X, Right, Up, Left. Exit the stage and enter it again to see the results.
Full Special Meter: A, Y, B, B, Up, Left, Y, X.
Turbo Stater: Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B.
Toggle Blood: Right, Up, X, Y.



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NINTENDO 64

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GameShark Codes

Crusin Exotica

Enable Code	F1047A002400
Stop Timer	810802D4424A
Stop ET Timer	810802D80000
Unlock Everything	8104F10E001C
	810BE7F00100
Infinite Continues	8107F0500032
Always First Place	810651740000

Madden 2001

Infinite Downs	D006aa390003
	8006aa390001
1 Down Per Possession	
	D006aa390001
	8006aa390004
Away Team Infinite Time Outs	
	800738e70003
Home Team Infinite Time Outs	
	80071617 0003
All Stadiums Unlocked	
	50000802 0000
	81061850ffff
Unlock All Teams	50001102 0000
	810c1628ffff
Infinite Tokens	8115f9f0ffff

Mia Hamm's Soccer 64

Stop Timer	81063be60000
	81063bf20000
Home Team Scores 20	800690f60014
Home Team Scores 0	800690f60000
Away Team Scores 20	800690fa0014
Away Team Scores 0	800690fa0000

Ready 2 Rumble Boxing: Round 2

Enable Extra Characters	
	80101e6f0003
	80101e730003
	80101e770003
	80101e7b0003
	80101e7f0003
	80101e830003
	80101e870003
Win 1 Fight to Complete Arcade Mode	
	80101f0b000b
Full Rumble Meter P1	d10ff6c20000
	810ff6c20090
No Rumble Meter P1	810ff6c20000
Press L for More Time	d11121540020
	810fe35215ff
Press R To End Round	d11121540010
	810fe3520000

Spider-Man

All Costumes Unlocked	810ecd7effff
All Game Covers Unlocked	810ecd8effff
Comics Unlocked	810ecd88ffff
	810ecd8afffff
All Characters In Viewer	810ecd80ffff
	810ecd82ffff
All Slides Unlocked	810Ecd84ffff
	810ecd86ffff

Tom and Jerry in Fists of Fury

P1 Infinite Health	800e279c00c8
P1 Low Health	800e279c0000
P1 One Win Needed	800e27cf0001
P2 Infinite Health	800e2a7500c8
P2 Low Health	800e2a750000
P2 One Win Needed	800e2aa70001
P1 Never Wins	800e27cf00000
P2 Never Wins	800e2aa70000
Unlock All Characters	800e44f200ff

Nintendo 64

Army Men: Air Combat

All Levels Open, Every Helicopter Available: On the main menu screen, access the "Password" option. Now put in R-Shoulder, C-Left, Right, Up as your password, then press the A button to accept.

Army Men: Sarge's Heroes

All Weapons: NSRLS
Maximum Ammunition: MMLVSRM
Test Information: THDTST
Mini Mode: DRVLLVSMM
Play as Tin Soldier: TNSLDRS
Play as Vikki: GRNGRLRX
Play as Plastro: PLSTRLVSVG
Level Passwords:
Spy Blue: TRGHTR
Bathroom: TDBWL
Riff Mission: MSTRMN
Forest: TLLTRS
Hoover Mission: SCRDCT
Thick Mission: STPDMN
Snow Mission: BLZZRD
Shrap Mission: SRFPNK
Fort Plastro: GNRLMN
Scorch Mission: HTTTRT
Showdown: ZBTSRL
Sandbox: HTKTTN
Kitchen: PTSPNS
Living Room: HXMSTR
The Way Home: VRCLN

Battle Tanx: Global Assault

Enter these codes at the "Imput Code" screen.
Level Select: 8oDYS
Invincibility: HPPYHPPY
All Weapons: RCKTSRDGLR
Brandon Gang: NNKNHCKS
Custom 1 Gang: TRDDYBRRKS (This gives you the M2 Hydra tank in the multiplayer game.)
Campaign Mode Bonus Level: WRDRB (This gives you a hidden level after you complete Campaign Mode.)

Cruis'n USA

Access Golden Gate Park: On the "Choose Race" screen, highlight "US 101" and hold L+Left-C+Down-C.
Access Indiana: On the "Choose Race" screen, highlight "Beverly Hills" and hold L+Up-C+Right-C.
Access San Francisco: On the "Choose Race" screen, highlight "Grand Canyon" and hold L+Right-C+Down-C.
Lights and Sirens Code: First, get a high score during any race and then scroll down to the bottom of the high scores list and hold Down-Left to make the conveyor belt move. After 30 seconds or so, a head will scroll by. Now, exit and get back to the "Car Select" screen. Choose either the bus or police car by holding Up-C, Left-C, and Down-C at the same time and scrolling through the cars. At any time during the race, tap Brake, Brake, then hold the Gas button.
New Vehicles: At the "Choose Car" screen, highlight any of the cars except for the red Ferrari (The trick doesn't work on this car). Once any of the others is highlighted (it will spin around), press and hold the Up, Left and Down C buttons simultaneously. The vehicle you highlighted will change into a different one! You can now play the game as a police car, a jeep, or even a school bus! Keep holding these and press START to choose it.

Diddy Kong Racing

To enable these cheats you must go into the options screen and enter into the "Magic Codes" option. You can then turn them on and off at will until you turn off the power. If you turn off the power, you will need to re-enter the codes again.
Horn: BLABBERMOUTH
Two-Player Adventure: JOINTVENTURE
All Balloons Are Yellow: BODYARMOR
Disable Weapons: BYEBYEBALLOONS
No Limit to Bananas: VITAMINB
Zap the Zippers: ZAPTHEZIPPERS
Ultimate AI: TIMETOLOSE
Maximum Power-Up: FREEFORALL
Start with 10 Bananas: FREEFRUIT
Big Characters: ARNOLD
Small Characters: TEENYWEENIES
Select Same Player: DOUBLEVISION
Four-Wheel Drive: OFFROAD

Donkey Kong 64

Play Jetpac Anytime: After acquiring 15 Banana Medals, go to Cranky and play the Jetpac game. To obtain the Rareware Coin, you must get 5,000 points in the game. After you do this, take pictures of six fairies with your camera and you will be able to play the Jetpac game any time. Just go to the "Mystery" menu to find this option!
Play Arcade Donkey Kong Anytime: You must first complete DK's Barrel Blast inside Frantic Factory and then a lever will appear. Grab the lever in front of the Donkey Kong Arcade game to play it. You must win the game by beating all of the stages (four in all). After you do this, beat the game once more to obtain the Nintendo Coin. Now, take pictures of six fairies with your camera. After returning to the main menu, go to the "Mystery" menu and you will see an option to play the Arcade Donkey Kong game at any time!

Excitebike 64

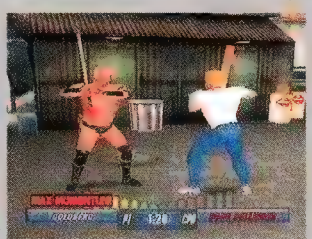
On the main menu screen, press and hold the following buttons in this order: Hold L-Shoulder, then hold C-Right, then hold C-Down. While holding these buttons, press A and the "Enter a Cheat Code" menu will appear. On this screen, you may enter any of these passwords as shown.
Big Head Mode: BLAHBLAH
Invisible Rider: INVISRIDER
Stunt Bonus: SHOWOFF
Unlock Every Stunt: TRICKSTER
Mirror Tracks: YADAYADA
Tiny Head: PINHEAD
Beat This!: PATWELLS
Night Mode: On the main menu screen, press and hold the following buttons in this order: Hold L-Shoulder, then hold C-Right, then hold C-Down. While holding these buttons, press A. The "Enter A Cheat Code" menu will appear. On this screen, input MIDNIGHT.

Extreme G: XG2

To get any of these codes to work just get to the bike selection screen and press the R-Shoulder to get to the "Customize" screen. Now move over to the "Enter Name" option, access it and put in the passwords for the results shown below.
Cause Track to Spin: SPIRAL
Paper Airplanes/WipeOut-Style Ships in Place of Cyber Bikes: 2064
Wire Frame Mode: LINEAR
Unlimited Nitros: XXX
Overhead View: SPYEYE

WCW Backstage Assault

On the main menu screen, enter any of these codes for the results as shown. You will hear a sound when they are entered correctly.
Unbreakable Weapons: L-Shift, R-Shift, L-Shift, R-Shift, C-Left, C-Left.
Super High Stamina: R-Shift, R-Shift, B, R-Shift, R-Shift, B.
New Wrestler Noises: R-Shift, L-Shift, R-Shift, L-Shift, B, B.
Tiny Wrestlers: R-Shift, R-Shift, L-Shift, L-Shift, C-Left, C-Left.
Women Wrestlers Are Huge: R-Shift, R-Shift, B, B, L-Shift, L-Shift.



Remove All Meters and Text from Screen: NOPANEL
Extra Boost of Speed and Acceleration: XCHARGE

F-1 World Grand Prix

After pressing START at the title screen, go to the main menu and choose "Exhibition." On the next screen, pick the "Drivers" option. Scroll with the Pad or the Analog Stick until you reach Driver Williams. Press A and choose the "Edit Name" option. Using the Pad, change the last name "Williams" to one of the following codes. When you are finished, exit all the way back to the title screen. Now enter the "Drivers" option again and scroll until you see your new character.
Silver Driver: Chrome
Gold Driver: Pyrite
Hidden Bonus Track: Vacation (Instead of the "Drivers" option, go into the "Courses" and scroll until you see the Bonus Track, complete with a volcano!)
Extra Challenges: You can open up more challenges for the Challenge Mode if you complete three different kinds of challenges and earn a minimum of 60 points. Then the secret challenge "Ultimate E" will open up.
Credits Option: Beat every level in the Grand Prix or Challenge Modes. Appears on main menu screen.
Gallery Option: Get first place overall in the Grand Prix Mode on any level of difficulty. Appears on main menu screen.

F-Zero X

All Vehicles, Tracks and Difficulties: On the title screen, press START to get the mode select screen and enter L-Shoulder, Z, R-Shoulder, Up-C, Down-C, Left-C, Right-C, START. You'll hear a sound. Now choose the GP Race. A new difficulty called "Master" will be open! On the select course screen, a new set of random tracks called the X Cup will also be opened. Also on the select machine screen, you will now have access to every vehicle in the game!
Shrink Vehicles: On the vehicle selection screen, press and hold L+R-Shoulder+Up-C+Down-C+Left-C+Right-C.
Color Change: On the vehicle customization screen, press the R-Shoulder to change the color of your car. Keep pressing the R-Shoulder until you get the color you want.
Vehicle Rotation: On the vehicle customization screen, press any of the C buttons to rotate your vehicle in any direction.

Hexen 64

Cheat Menu: Go into the game and press START to pause. At the "Pause" screen menu, enter the main cheat code with the C buttons on your controller: Up-C, Down-C, Left-C, Right-C. You will hear a sound and a new "Cheat" option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat menu.
God Mode (invincibility): Left-C, Right-C, Down-C.
Clipping (go through walls): Up-C 20 times, Down-C.
Visit (level select): Left-C, Left-C, Right-C, Right-C, Down-C, Up-C.
Butcher (instant enemy death): Down-C, Up-C, Left-C, Left-C.
Health (100 percent health boost): Left-C, Up-C, Down-C, Down-C.

Hot Wheels Turbo Racing

On the main menu screen, press the following button codes for the cheats as shown.
Mirrored Tracks: Z, R, Z, Z, R, Z, Z.
Towjam Car: C-Up, C-Down, Z, R, C-Left, C-Right, C-Up, C-Down.
Infinite Turbos: C-Right, Z, C-Up, C-Down, R, C-Left, Z, C-Right.
Seethru Tracks: C-Up, Z, C-Down, C-Left, C-Up, Z, C-Down, C-Left.
Stealth Mode: C-Left, Z, Z, C-Up, C-Left, R, C-Down, C-Up.
Race at Night: C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right.

Hydro Thunder

Super Start: When the countdown starts ("Three, Two, One, Go Go Go!"), press and hold the A button immediately after the announcer says "One." If your timing is correct, you will boost ahead and a voice will say, "Super Start."
Boost Jump: When you want your boat to jump over an obstacle or to get a boost power-up, just hold the A button and press B+Z at the same time.

Kirby 64: The Crystal Shards

Unlimited 1-Ups: Blue Stars replace Crystal Shards when you reenter a cleared level, and you can return to a level you've already conquered and pilfer its Blue Stars till you get all the 1-Ups you'll ever need. To do this quickly, go to a level where the Crystal was found near the beginning (Level 1-1, for example). Once you grab the Blue Star, pause the game and choose "Try Again." Next, exit the level, then go right back into it so you can collect another Blue Star. You can repeat this process as often as you like.

Legend of Zelda: Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and throw a bomb right back at you!
Multiple Bottles Trick: Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Swing the bottle and, in mid-swing, press START. On the "Select Item" screen, choose any weapon or item (except the ice, fire, or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow, the bow will still work with the special arrows. When you collect ammo for the item, it will go back. *Note: If you cover a needed weapon, you may not get it back!*

Madden NFL 2000

Put in any one of these codes at the "Code Entry" screen to initiate the cheat as shown.
20-Yard First Downs: FIRSTIS20
100-Yard Passes: PIGSKINSFLY
More Injuries: PAINFUL
More Interceptions: PICKEDOFF
Less Sacks: QBINTHECLUB
Less Penalties: REFISBLIND
Weird Scoring Rules: DRBENWAY
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
All-Madden Team: TEAMMADDEN
EA Sports Team: WEARETHEGAME
Industrials Team: INTHEFUTURE
Marshalls Team: COWBOYS

Mario Golf

Password Screen: At the main menu, highlight the the option labeled "Club House" and press Z-Trigger+R-Shoulder+A at the same time.
Toad Highlands Tournament: Put in KPXWN9N3 as the password.
Alternate Costumes: On the character select screen, hold Left-C, Down-C, or Right-C and choose a character.
Left-Handed Golfers: On the character select screen, hold the L-Shoulder and choose a character.
First Camp Hyrule Cup: Enter 0EQ561G2 as a password at the "Code Entry" screen to play a tournament on the Koopa Cup course with Donkey Kong.
First Camp Hyrule Cup: Enter 5VW68906 as a password at the "Code Entry" screen to play a tournament at the Toad Highlands course with Plum as your player.

Mario Tennis

From the main menu, access the "Special Games" option. In the Special Games menu, choose the Ring Tournament. Now, on the "Code Entry" screen, put in the password for the Cup you want to play. After you play one of these tournaments, you will receive a new code to rank you on the mariotennis.com website.
Mario Cup: A3W5KQA3C
Luigi Cup: M1C2YQM1W
Peach Cup: OF9XFQOFR
Donkey Kong Cup: MM55MQMMJ
Wario Cup: UOUFMPUOM
Waluigi Cup: LA98JRLAR
Bowser Cup: N24K8QN2P
Mariotennis.com Cup: 48HWOR482
Blockbuster Cup: ARM6JQARU

Monopoly

Potato Head: When choosing to add players to the game, go to the "Select A Token" screen and choose the Money-Bag. Rename the Money-Bag to Potato and the icon will now be a Potato Head character.
Zoom Control: Choose any Token from the "Select A Token" screen and change its name to Wander. In the middle of the game, press Z to bring up the Assets. Now press Up-C and besides rotating the screen with the Analog Stick, you can press the A button to zoom in and B to reverse the zoom.

NBA Courtside 2: Featuring Kobe Bryant

Three New Teams: At the main menu screen, highlight either "Quick Play" or "Arcade Play." Now press and hold C-Right+A simultaneously. You will hear a swish sound two times if the code was done correctly. Now at the team select screen, scroll over until you see three Special Teams: the Nintendo Plumbers, Left Field Lefties and the Nintendo Gamers.

What's the Rush?

Rush 2: Extreme Racing USA

At the setup screen, hold L-Shoulder+R-Shoulder+Z. While holding these, press all four C-buttons. A cheat menu will appear where you can access the tricks below.
Mass: Highlight "Mass" and hold L-Shoulder+R-Shoulder and press Up-C, Down-C, Left-C, Right-C.
Killer Rats: Highlight "Killer Rats" and hold L-Shoulder+R-Shoulder and press Z, Z, Z, Z.
All Cheats: Highlight any cheat option and press L-Shoulder+R-Shoulder+Z+C-Up+C-Down+C-Left+C-Right repeatedly until each cheat becomes selectable.
Tag Mode: Choose the Practice Mode with two players. Then, after both players have selected their cars, press Up-C a couple of times during the countdown. When the game begins, the word "It" will appear on the second player's half of the screen. The player who is not "It" becomes "It" when his car is hit by the other player, or is destroyed. A time will keep track of how long the current player has been "It."

San Francisco Rush

These codes are done on the car select screen.
Back Tire Size: Press and hold Right-C, then Left-C, release and reverse.
Car Size: Press and hold Down-C, then Up-C, release, then press Up-C, then Down-C. Release to activate the code.
Drive Burning Hulk: Hold Up-C and press Z, Z, Z, Z.
Front Tire Size: Press and hold Left-C, then Right-C. Release. Then press and hold Right-C, then Left-C and release all buttons.
Turn Car Into Mine: Press Right-C, Right-C, Z button, Down-C, Up-C, Z button, Left-C, Left-C.

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Shoulder+R-Shoulder+C-Up+C-Right+Z buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear.)
All Parts: Highlight All Parts. Press and hold L-Shoulder+R-Shoulder. While holding these, press Z. Release all buttons. Press C-Down, C-Up, C-Left, C-Right. Press and hold L-Shoulder+R-Shoulder. While holding these, press Z.
Invincible: Highlight Invincible. Press C-Right, L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder. Press and hold C-Left+C-Down. While holding these, press Z.

Sly Spies

GoldenEye 007

Enter these codes on the Cheat menu screen with the L-Shoulder and R-Shoulder buttons, C buttons and D-pad. You will hear a beep to confirm correct code entry. You will have to exit the Cheat menu and enter it again to make each code appear. These codes are tricky, so make sure to hold the buttons for about one or two seconds before going to the next step of the code.

Invincibility: Press R-ShoulderLeft, L-Shoulder+Down, Left, Up, Down, R-Shoulder+C-Left, L-Shoulder+C-Left, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Right, L-Shoulder+C-Left.

Infinite Ammo: Press L-Shoulder+C-Left, hold L+R-Shoulders and press Right, C-Right, C-Left, R-Shoulder+Left, L-Shoulder+C-Down, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press C-Down, L-Shoulder+Up, C-Right.

2X RCP-90s: Press Up, Right, L-Shoulder+Left, R-Shoulder+Down, L-Shoulder+Up, L-Shoulder+C-Left, L-Shoulder+Left, C-Right, C-Up, hold L+R-Shoulders and press Down.

All Guns: Down, Left, C-Up, Right, L-Shoulder+Down, L-Shoulder+Left, L-Shoulder+Up, C-Left, Left, C-Down.

2X Grenade Launcher: Press R-Shoulder+ Down, R-Shoulder+Up, Right, hold L+R-Shoulders and press C-Down, L-Shoulder+Right, R-Shoulder+Left, Left, Down, Up, R-Shoulder+C-Down.

2X Rocket Launcher: Press R-Shoulder+Right, L-Shoulder+Up, Down, Down, R-Shoulder+ C-Down, L-Shoulder+Left, L-Shoulder+C-Left, R-Shoulder+Up, R-Shoulder+Down, R-Shoulder+C-Left.

Perfect Dark

Carrington Knives Glitch: In the Carrington Institute, go all the way downstairs to the hangar. Next to the worker is a hovering crate. Grab it and carry it upstairs to the firing range. Bring the crate inside the range itself and press START to bring up the weapons menu. Select the Combat Knife on the Bronze difficulty. Hold B to make it a throwing knife and then chuck as many knives as you can into the box before time runs out. Now carry the box out of the range and take it up the elevator to Daniel Carrington's office and leave it there. Now go back down to the firing range and access the Weapons Menu again. Use the Farsight XR-20 and aim above the range worker. You will see Carrington next to the box of knives. Aim for the box and blow it up. This will scatter the knives all over the floor. Now go upstairs to the device training room. Choose Cloaking Device training and head to Carrington's office through the passage. Once you get there, pick up the knives next to him, switch the weapon to your knives and start throwing them at Daniel!

NBA Showtime: NBA on NBC

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown, then press the Pad or Stick in the direction indicated by the code (For 4-3-2 Up, you would press Turbo, Turbo, Turbo, Turbo, Shoot, Shoot, Shoot, Pass, Pass, Up).

Tournament Mode: 1-1-1 Down
Show Shot Percentage: 0-0-1 Down
Show Hotspot: 1-0-0 Down
No Hotspots (2p must agree): 2-0-1 Up
Big Head Mode: 2-0-0 Right
Team Uniform (2p must agree): 4-0-0 Right
Alternate Uniform: 4-3-0 Right
Midway Uniform: 4-0-1 Right
Home Uniform: 4-1-0 Right
Away Uniform: 4-2-0 Right
Mascots: On the "Choose Option" screen, select the "Enter Initials" option. When asked to "Enter Name for Record Keeping," choose "Yes." Now put in the name and pin number for the team of your choice.
Hawks: HAWK/0322
Hornets: HORNET/1105
Bulls: BENNY/0503
Nuggets: ROCKY/0201
Rockets: TURBO/1111
Pacers: BOOMER/0604
Timberwolves: CRUNCH/0503
Nets: SLY/6765
Suns: GORILA/0314
Sonics: SASQUA/7785
Raptors: RAPTOR/1020
Jazz: BEAR/1228

NFL Blitz 2001

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and the press Right on the D-pad).

Infinite Turbo: 5, 1, 4, Up.
Fast Turbo Running: 0, 3, 2, Left.
Power-Up Offense: 3, 1, 2, Up.
Power-Up Defense: 4, 2, 1, Up.
Power-Up Teammates: 2, 3, 3, Up.
Power-Up Blockers: 3, 1, 2, Left.
Super Blitzing: 0, 4, 5, Up.
Super Field Goals: 1, 2, 3, Left.
No Interceptions: 3, 4, 4, Up.
No Random Fumbles: 4, 2, 3, Down.
No First Downs: 2, 1, 0, Up.
No Punting: 1, 5, 1, Up.
Allow Stepping out of Bounds: 2, 1, 1, Left.
Fast Passes: 2, 5, 0, Left.
Turn Off Stadium: 5, 0, 0, Left.
Lights Out: 5, 3, 4, Down.
Late Hits: 0, 1, 0, Up.
Show Field Goal Percentage: 0, 0, 1, Down.
Show Punt Hang Meter: 0, 0, 1, Right.
Use Team Plays: 1, 0, 0, Up.
Hide Receiver Name: 1, 0, 2, Right.
Invisible: 4, 3, 3, Up.
Big Football: 0, 5, 0, Right.
Big Head: 2, 0, 0, Right.
Huge Head: 0, 4, 0, Up.
No Head: 3, 2, 1, Left.
Headless Team: 1, 2, 3, Right.
Team Tiny Players: 3, 1, 0, Right.
Team Big Heads: 2, 0, 3, Right.
No Play Selection (2P must agree): 1, 1, 5, Left.
Show More Field (2P must agree): 0, 2, 1, Right.
No CPU Assistance (2P must agree): 0, 1, 2, Down.
Power-Up Speed (2P must agree): 4, 0, 4, Left.
Hyper Blitz (2P must agree): 5, 5, 5, Up.
Smart CPU Opponent (1P game only): 3, 1, 4, Down.
Tournament Mode (2P game only): 1, 1, 1, Down.
Always Quarterback (2P teammate required): 2, 2, 2, Left.
Always Receiver (2P teammate required): 2, 2, 2, Right.
Old Day Stadium: 5, 0, 1, Up.
Old Night Stadium: 5, 0, 2, Up.
Baseball Stadium: 5, 0, 2, Left.
Old Snow Stadium: 5, 0, 3, Up.
Grass Field: 3, 0, 0, Up.
Asphalt Field: 3, 0, 1, Up.
Dirt Field: 3, 0, 2, Up.
Astroturf Field: 3, 0, 3, Up.
Snow Field: 3, 0, 4, Up.
Fog On: 0, 3, 0, Down.
Clear Weather: 2, 1, 2, Left.

Pokémon Puzzle League

V-Hard Difficulty: In the Puzzle Village, choose 1P Stadium and then pick your name or guest at the Name Select screen. On the Game Settings screen, press and hold the Z button and then press L-Shoulder, L-Shoulder, A, B. The V-Hard difficulty level will appear underneath the others.

S-Hard Difficulty: Hold the Z button and press R-Shoulder, L-Shoulder, A, B. Now you have two entirely new levels of challenge in the game!

Trainer Taunts: In a 2P game, the first one to select his/her character can press the A button repeatedly to keep taunting your opponent until they pick their character.

Unlock Trainers: On the "Select Trainer" screen, press and hold L-Shoulder+R-Shoulder+Z simultaneously on controllers one and two. The questions marks will then go away and the characters will be revealed.

Hidden Mewtwo Stage: Start a 2P game. On the "Select Trainer" screen, press and hold Z. While holding this button, press B, Up, L-Shoulder, B, A, START, A, Up, R-Shoulder (To help you remember the code, it spells BULBASAUR). Mewtwo's stage will automatically appear. Player 1 will be Ash and Player 2 will be Mewtwo.

Level 99 Speed Marathon: On the title screen, press and hold Z. While holding this button, press B, A, L-Shoulder, L-Shoulder. You will hear a sound. Choose Marathon in Puzzle Village and on the Game Settings screen, you will see that you can set the speed level to 99!

Pokémon Stadium

You must have the Yellow version of the Game Boy Pokémon game for this to work.

Pikachu Talks: Upload Pikachu from the game to Pokémon Stadium. Don't register Pikachu. Now start a battle and use Pikachu. When battling, Pikachu will say its name and have new animations for some of its moves.

Quake II

Unlimited Ammo in Multiplayer: S3T1 NF1N 1T3S HoTS
Low Gravity in Multiplayer: S3TLoWGR V1TY ????
Final Mission Password: To access the "Password" screen, choose "Load Game," then press B when the list of saved games appears. Now enter F6o? VQCH ?BHF DQQL as password.
Timed Mission: First, make sure you have no Controller Pak in the Control Pad. On the title screen where you see "Start" and "Options," highlight "Start" and enter it. On the "Mode" screen, choose a Single game. On the "Start Game" screen, choose Load. When it asks you for a Controller Pak, choose the "Do Not Use" option. This will bring you to the "Password" screen. Now enter FBBC VBBB FBBC VBF7 as a password. You will automatically be brought to a timed game and it will be called "Mission o."

Rainbow Six

Choose Your Starting Level: On the title/menu screen, choose the "Quick Start" option. When asked to enter the campaign password, use the Analog Stick and put in VZRFTMQ2G8SQ. Now, on the "Choose Mission" screen, you can choose up to 12 different missions!

Rampage 2: Universal Tour

Master Code: This code opens up a hidden cheats menu! To do this, you must enter BVGGY on the password screen and go to the options screen. A new option will be available called "Cheats." Now you can select your starting level, damage amount, number of lives and more!

Ready 2 Rumble Boxing

Select Championship Mode from the main menu. Then, choose "New Game" and enter your gym name as one of the passwords shown below.

Bronze Class Boxers: BRONZE (This also opens up Kemo Claw in Arcade.)
Silver Class Boxers: SILVER (This also opens up Bruce Blade in Arcade.)
Gold Class Boxers: GOLD (This also opens up Nat Daddy in Arcade.)
Champ Class Boxers: CHAMP (This also opens up Damien Black in Arcade.)
New Costumes: In Arcade Mode, go to the boxer selection screen and press C-Left+C-Up at the same time.
Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer and pick the "Train Boxer" option. Now highlight "Rumble Aerobics Training," press Left, then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs $25,000) for $500! This will boost your strength and experience very quickly. You can also purchase the Sway Bag for $500 instead of $1,000 by pressing Right instead of Left.

Resident Evil 2

On the title/main menu screen, highlight and choose the "Load Game" option. On the saved games screen, enter the following button sequences for the results as shown.

Invincibility: On the saved games screen, enter Down, Down, Down, Down, Left, Left, Left, Left, L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder, Up-C, Down-C. Once you enter the code correctly, you will be taken back to the previous screen.
Unlimited Ammo: On the saved games screen, enter Up, Up, Up, Up, Right, Right, Right, Right, L-Shoulder, R-Shoulder, L-Shoulder, R-Shoulder, Right-C, Left-C. Once you enter the code correctly, you will be taken back to the previous screen. Your ammunition will go down to zero, but you

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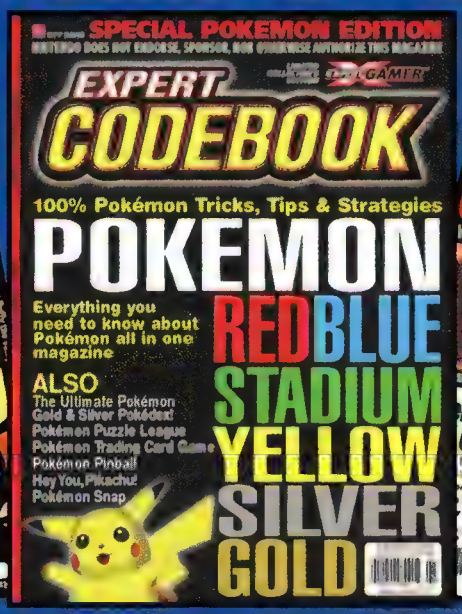

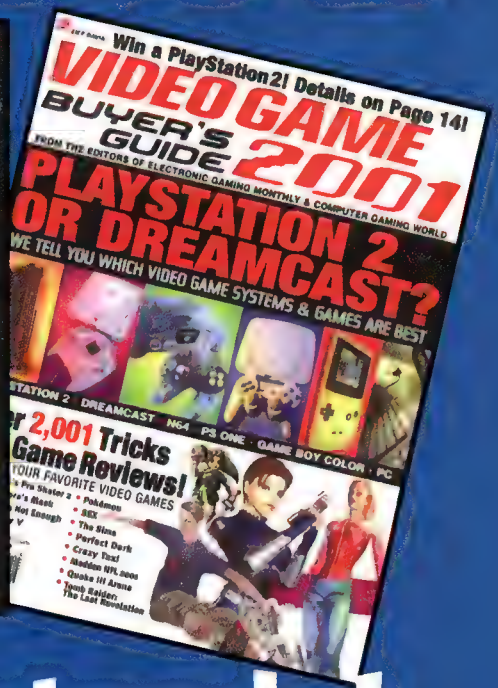
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All-Star Roundup

All-Star Baseball '99

The following codes are entered at the "Enter Cheats" menu. If the code is entered correctly, it will give you a description of it. You can disable the code either by pressing START immediately or by re-entering the code.

Fat-Skinny Mode: ABBTNCSTLO
Big Ball Mode: BBNSTRDS
Ball Trail Mode: GRTBLSFDST
Big Head Mode: GOTHELIUM
Paperman: PRPPAPLYR
Alien Abductors Team: On the main setup screen, access the "Enter Cheats" option, enter ATE MYBUIK as a code, then press START. You will see words appear below the code saying, "Let the Abductions Begin." Now go to the game setup screen and access the "Stadium Select" option. Scroll down until you reach the last stadium, Alienapolis Park. Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called the Abductors! Even though they look different, they will still have the same attributes as your normal players.

All-Star Baseball 2000

Access the "Enter Cheats" option on the main setup screen and enter one of the following codes.

Beach Ball Mode: BCHBLKTPTY
Baseball Trails: WLDWLDWST
Fly Back to Dugout: FLYAWAY
Small Players: TOMTHUMB
Blackout Mode: WTOTL
Unhittable Fastball: Select Arcade Mode. When you are pitching, hold Down-C+A and hold it until the ball reaches home plate. The batter won't be able to hit the pitch about 99 percent of the time.
Easier Home Runs: When you're up to bat, press the B button for a power hit. If you have the pitcher aid on and can see where the ball is going, put the power box right under it. If you have a right-handed pitcher, place the box so the pitcher aid is in the upper left (just in case the pitcher is throwing a slider or curve). If you have a left-handed pitcher, then place the box so the pitcher aid is in the upper right. If you stay under the pitcher aid and swing at the correct time, you will almost always hit a home run.

All-Star Baseball 2001

On the main menu screen, highlight and access the Game Options. In the "Game Options" screen, scroll until you highlight the "Enter Cheats" option. Access this option and on the "Cheat Code" screen, enter one of these passwords for the following modes.

Aluminum Bats: HOLLOWBATS
Small Players: TOMTHUMB
Blurred Graphics: MYEYES
Float to Dugout After an Out: FLYAWAY
Blackout Mode: WTOTL
Big Ball Mode: BCHBLKTPTY
Ball Trail Mode: WLDWLDWST

can keep firing and it will never run out!
Hidden Players: *On the main menu, choose Load Game. On the "Load Game" screen, enter one of these codes to play as the hidden survivors.*
Play as Hunk: Up, Down, Left, Right, Left, Left, Right, Right, L-Trigger, R-Trigger, C-Up, C-Right, C-Down, C-Left.
Play as Tofu: Up, Down, Left, Right, Left, Left, Right, Right, L-Trigger, R-Trigger, C-Up, C-Left, C-Down, C-Right.

Ridge Racer 64

Reverse Track and Hidden Caddy Car: Choose Grand Prix from the main menu. Using a fast car on the first course of the Grand Prix race, wait for the countdown, then turn all the way around and drive into the wall. Keep hitting it until you eventually drive through the wall. Now you will be racing the track backwards! Finish this race in first place and you will be rewarded with the Caddy Car.

Star Wars: Ep.1 Racer

Debug Trick: Go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. While in this screen, hold down the Z button and use the L-Shoulder button to type in RRTANGENT. Now scroll over to the "End" option while still holding Z and hit the L-Shoulder button once more. At this point nothing will happen. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the Initials screen. Now, while holding Z and using L-Shoulder button, type in ABACUS. Scroll over to the "End" option and while holding Z, push L. It should say, "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the "Pause" menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle Invincibility, AI speed, Intelligence, Mirror Mode and Edit Vehicle Stats!
Auto Pilot: First, put in the Debug Trick. Then while playing a game, press R-Shoulder+Z to activate auto pilot, where you only have to control the speed of your pod racer. Press R-Shoulder+Z again to de-activate the auto pilot and get back full control of your racer.
All Tracks and Racers: First, put in the Debug Trick. After that code has been activated, go to the main screen and press and hold L-Shoulder+R-Shoulder. Next, press Right-C. It should say, "All Pods and All Tracks Unlocked" in blue and white flashing letters. The file with all pods and tracks will be at the bottom and will be named "DBG." Go into that file for all pods and tracks.
Insult the Favorite: Press and hold the Z button before starting a race.

Super Smash Bros.

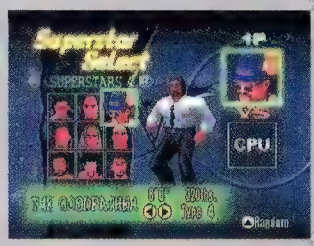
Borrow a Life: When playing a team multiplayer match, if you are defeated but your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+START. Be sure to ask for permission from your friend.

Tarzan

Level Select Cheat: From the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. You will see the word, "Cheats" as the last option on the menu. Access this option to get a level select menu. Press Right to see more levels, including the bonus stages.

WWF: No Mercy

From the "Superstar Select" screen, you can find new wrestlers.
Jacqueline: Press C-Left or C-Right while highlighting Ivory.
Funaki: Press C-Left or C-Right while highlighting Taka Michinoku.
Goodfather: Press C-Left or C-Right while highlighting Godfather.
Debra: Press C-Left or C-Right while highlighting Terri.



Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Press and hold the L-Shoulder. While holding L, enter one of the following button combinations. The screen will shake if entered correctly.
Random Locations: Left-C, Right-C, Down-C, Up, Down.
Fewer Falls: Up-C, Right-C, Left, Right-C, Right, Up, Down.
Slow Motion: Down, Down, Up-C, Right-C, Left.
Turbo Skater: Right, Up, Down, Down, Up, Down.
Stats Raised to 10: Down, Right, Up, Right, Up, Left, Left-C.
All Tapes: Right-C, Left, Up, Up-C, Up-C, Right, Down, Up.
Faster Specials: Up-C, Left, Down-C, Down-C, Up, Down, Right.

Turok 3: Shadow of Oblivion

From the main menu screen, access the "Secrets" option. Choose "Enter New Secret" and put in the passwords as shown below. We hope you know your animals!
Play Chapter 1: Frog, Elk head, Horse, Dragonfly, Wolf head, Rabbit.
Play Chapter 2: Owl, Owl, Horse, Elk head, Elk head, Elk head.
Play Chapter 3: Owl, Rabbit, Bear, Beetle, Frog, Cougar.
Play Chapter 4: Bear, Horse, Raven, Eagle head, Horse, Coyote.
Play Chapter 5: Bear, Dragonfly, Horse, Bear, Frog, Elk head.
Invincibility: Raven, Fish, Eagle head, Bear, Lizard, Rabbit.
All Weapons: Owl, Bear, Owl, Beetle, Hawk, Owl.
Unlimited Ammo: Fish, Elk head, Bull head, Snake, Eagle, Fish.
All Keys: Lizard, Dragonfly, Bull head, Bear, Wolf head, Eagle head.
Headless: Lizard, Elk head, Eagle head, Owl, Fish, Horse.
Big Heads: Cougar, Wolf head, Snake, Rabbit, Lizard, Coyote.
Big Hands and Feet: Lizard, Lizard, Dragonfly, Horse, Lizard, Coyote.
Skinny: Horse, Eagle head, Snake, Cougar, Beetle, Fish.
Shorty: Frog, Frog, Fish, Beetle, Wolf head, Cougar.
Deathmatch Mannequins: Snake, Bull head, Snake, Frog, Bear, Elk head.
Pen and Ink: Cougar, Horse, Elk head, Fish, Cougar, Hawk.
Gasping: Dragonfly, Bull head, Rabbit, Fish, Eagle head, Raven.
Gouraud: Lizard, Fish, Beetle, Fish, Wolf head, Dragonfly.
Menu Madness: Rabbit, Owl, Horse, Beetle, Bear, Bear.
Clean Screen: Rabbit, Owl, Lizard, Elk head, Fish, Rabbit.
Credits: Elk head, Elk head, Elk head, Elk head, Elk head, Elk head.

WinBack: Covert Operations

Trial Mode: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C-Down and press START. Now Trial Mode will be available. You can play any level in the game in this mode.
Open All Multiplayer Characters: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C-Up and press START. This will give you access to all the characters, including the bosses!
Max Power: This trick will give you all the game's weapons with unlimited ammunition. On the "Press Start" screen, quickly press C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, C-Down, C-Up, then hold the L-Shoulder and press START. You will hear a gunshot if entered correctly.

WWF WrestleMania 2000

These characters aren't readily available, so here are the methods to open them up.
Dude Love: Win King of the Ring and be part of the main event at Summerslam. Dude Love will come out at the end.
Cactus Jack: Win the Hardcore Belt and then beat Cactus Jack.
Jerry Lawler and Jim Ross: These two WWF announcers join your list of wrestlers once you've made it to WrestleMania.
Shawn Michaels: Win the Royal Rumble and earn a title shot at WrestleMania. Once you win the title, Shawn Michaels will challenge you. Beat this wrestler to unlock him.
Stephanie McMahon: Play as Test for the first month and a half of Road to WrestleMania and she will accompany you.
Paul Bearer: Play as Undertaker for the first month and a half of Road to WrestleMania and he will accompany you.

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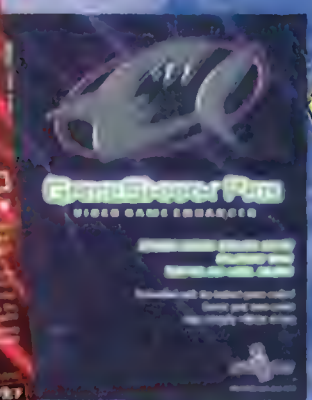

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PlayStation

40 Winks

First, press START to pause the game and then press and hold the SELECT button while quickly entering these codes.

All 40 Winks: Left, Down, Right, Right, Right (You must do this code while you are in the house).
All Dream Keys: Circle, L1, L2, L1, L2 (You must do this code while you are in the house).
All 10 Moons: Up, L2, Left, R2, Left.
All 50 ZZZs: Right, L1, Up, R1, L1.
All 40 Cogs: Down, R2, L1, Up, R2.
Big Head: L1, Up, Right, L2, Up.

Andretti Racing

Hidden Cars: Here are two codes to enter that will access higher performance cars for your next race. Just choose "Begin Career" and enter your name as GO BEARS! or GO BRUINS! depending on what type of car you wish to race in. At the next screen, choose from several performance cars with incredible records!
Extra Car Options: Just begin a race and press START to pause. Select the option, "Race Statistics," and then press and hold: L1+L2+R1+R2+X+Circle simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

Armored Core: Project Phantasma

Fixed Camera: Press and hold Circle+X simultaneously. While doing this, press START. Press START again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpause the game one more time.
Cockpit View: Press and hold Triangle+Square simultaneously. While doing this, press START. Press START again to unpause the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time.
Change Pilot's Name: With "A.C. Name Entry" highlighted, press and hold SELECT. Then press the X button. You will now be able to change your originally registered pilot's name.
Emblem as Raven's Nest Wallpaper: While in "Edit Emblem," press and hold the L1 and R1 buttons and then press SELECT. The selected emblem will be tiled over the background.

Army Men: Air Attack

Enable All Co-Pilots: Press START on the title screen to go to the main menu. On the main menu, access the password screen. Now enter this code to get access to all the co-pilots: Up, Down, Up, Down, Up, Down, Up, Down. Press START to accept the code. Begin a new game and move down to the Co-Pilot option to access them.

Big Air

All Courses: On the main menu screen, quickly press Right, Left, Right, Left, Circle, Square, Circle, Square. Select any Freeride Mode to get the new courses.
Race Against Mike Beallo: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Circle, Circle. Next, finish first at the first track in World Tour Mode to race against him in the next race.
Race Against Shawn Palmer: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Square, Square. Next, finish first at the first track in World Tour Mode to race against him in the next race.
Race Against Ian Spiro: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Circle, Square. Next, finish first at the first track in World Tour Mode to race against him in the next race.
Race Against Nicola Thost: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Square, Circle. Next, finish first at the first track in World Tour Mode to race against him in the next race.
Race Against Ross Powers: From the main menu, quickly press Square, Square, Square, Square, Square, Circle, Square, Square. Next, finish first at the first track in World Tour Mode to race against him in the next race.
Race Against Fabien Rohrer: From the Main Menu, quickly press Square, Square, Square, Square, Square, Circle, Square, Circle. Next, finish first at the first track in World Tour Mode to race against him in the next race.
TD5 board: From the main menu, quickly press Right, Left, Right, Left, Square, Square, Circle, Square. Then choose the pitbull at the board selection screen.
Accolade Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle, Circle, Square. Then choose the pitbull at the board selection screen.
Steve's Board: From the main menu, quickly press Right, Left, Right, Left, Square, Square, Circle, Circle. Then choose the pitbull at the board selection screen.
Daniel's Board: From the main menu, quickly press Right, Left, Right, Left, Circle, Square, Square, Circle. Then choose the pitbull at the board selection screen.
Jimmy's Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle, Circle, Circle. Then choose the pitbull at the board selection screen.
John's Board: From the main menu, quickly press Right, Left, Right, Left, Circle, Square, Square, Square. Then choose the pitbull at the board selection screen.
Big Air Board: From the main menu, quickly press Right, Left, Right, Left, Square, Square, Square, Circle. Then choose the pitbull at the board selection screen.
Fire Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle, Square, Square. Then choose the pitbull at the board selection screen.
Angel Board: From the Main Menu, quickly press Right, Left, Right, Left, Square, Circle, Square, Circle. Then choose the pitbull at the board selection screen.

Bust-A-Move 4

Enter these codes quickly at the title screen while the words "Press Start Button" flash.
More Puzzles: At the title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick "Arcade." Choose your difficulty level and then you'll be able to play a plethora of new stages!
All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.
Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.
Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must have put in the All Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

Bust-A-Move '99

New Puzzles: At the "Press Start Button" screen, press Circle, Left, Right, Circle. You should see an enemy in the bottom-right corner of the screen. Now press START and go into Arcade Mode. Choose "Puzzle" from the game select screen. Choose your difficulty and your character. Now pick your starting level (A or B) and you will have new puzzle challenges!

Colin McRae Rally

Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password:

Army Men: Sarge's Heroes 2

Invincibility: In the middle of a game, press START to pause. Then press Square, Circle, L1, R1. You will hear a sound. Unpause the game and you will see the word, "Invincible!" at the top of the screen.
Every Weapon and Unlimited Ammo: In the middle of a game, press START to pause. Then press Square, Circle, R1, L1. You will hear a sound. Unpause the game and you will see the word, "Power Up" at the top of the screen. Press Circle continuously to scroll through your available weapons.

GameShark Codes

007 Racing

All Levels Unlocked	500006020000
	8003DA7E0101
Infinite Health	8005DF0A0000
Infinite Ammo	D00C1C7AACC2
	800C1C7A2400
Infinite Shield	D00C1C12AC82
	800C1C122400
Max Score	8005E240E0FF
	8005E24205F5
Press R1 for All Weapons	
	D003C1FAF7FF
	8005E9CC03E8
	D003C1FAF7FF
	8005E9D0000A
	D003C1FAF7FF
	8005E9D40005
	D003C1FAF7FF
	8005E9D80078
	D003C1FAF7FF
	8005E9DC000A
	D003C1FAF7FF
	8005E9E01000
	D003C1FAF7FF
	8005E9F00064
	D003C1FAF7FF
	8005E9F40001
	D003C1FAF7FF
	8005E9F8000A
	D003C1FAF7FF
	8005E9FC0064
	D003C1FAF7FF
	8005EA000001
	D003C1FAF7FF
	8005EA080001
	D003C1FAF7FF
	8005EA0C00B4

Casper: Friends Around the World

Have All Friendship Crystals	
	800DCAB20063
Infinite Lives	300DCAB10063
Infinite Health	800DCAE0000A
Infinite Energy	80097C5C0078

Chicken Run

Max Eggs	800AA1D00063
Have All Map Pieces	500009010000
	300AA1F10001
Enable Scrolling For Items	
	800A77000001

Detective Barbie

Have All Clues	8001014400FF
	8001014600FF

Driver 2

Enter Cars Anytime	D005589C000A
	8005589E1000
Infinite Damage	D001CDA80008
	8001CDAA1043
All Cities Available	D01C1308F809
	801C130C0000
Able to Jack Police Cars	D0071E542021
	80071E5A2400
Other Vehicles Destroyed Easily	
	D001CDBC0003
	8001CDBE1000

Final Fantasy IX

Max Gil	8008B7B0E0FF
	8008B7B205F5
Have All Items	5000FF020001

Freestyle Motocross: McGrath vs. Pastrana

Unlock Mirror Mode - Loch Ness	
	300BC04C0001

Continued on Page 42

GameShark Codes

Continued from Page 41

Unlock Mirror Mode - Tombstone
300BC04D0001
Unlock Mirror Mode - Volcano
300BC0500001
Unlock Mirror Mode - Arctic
300BC04F0001
Unlock Mirror Mode - Desert
300BC0510001
Extra Tracks Available
500004020000
800BC0420101
Unlock Mirror Mode - Inca
300BC0520001
All Classes Unlocked
800BC05E0101
300BC0600001
Always 1st - Freestyle Mode
8008B5D605F5
8008B5D4E0FF
Start On Final Lap - Race
E008B4A50000
3008B4A50002

Galaga: Destination Earth

Infinite Lives 8008C0540063
Infinite Sheilds 8008C07E0008
Max Score 8008C000E0FF
8008C00205F5
Max Merits 8008C0900096
Always Have Smart Bomb
8008C0B00001
Rapid Fire 800EBE980000

Looney Tunes Racing

Start On Last Lap D00D64B80000
800D64B80002
Infinite Special 800D65540006
Max Championship Points 300C21DC00FF
Unlock Everything 800986E8FFFF
800986F0FFFF
800986F2FFFF
800986F4FFFF
800986F8FFFF
800986FCFFFF
All Challenges Complete 800986ECFFFF
800986EEFFFF

Monster Rancher: Hop-A-Bout

Infinite Lives 301414510003
Stop Timer 801413CA0950
Max Score 80148934E0FF
8014893605F5

Mort the Chicken

Max Coins 800B562C0064
Infinite Health 800BD5440060
Mega Jump D00B699ABFFF
800BD596FFF8
Unlock All Levels 8009AD3E0012

Muppet Monster Adventure

Peacock Purgatory Goals Met
800CCB8A03E7
Hallways Of Doom Goals Met
800CCBF203E7
Max Colored Stars 800B88FE03E7
Have Bonus Level One 300CCB8600FF
Infinite Health 300B89090003
Infinite Lives 300B89080009

NCAA Final Four 2001

Away Team Scores 150 8006318C0090
Home Team Scores 150
800626740000
Away Team Scores 0 8006318C0090
Home Team Scores 0 800626740000

Continued on Page 43

OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Command & Conquer: Red Alert Retaliation

In the middle of the game, press the Triangle button to bring up the sidebar. Now, move the cursor over the appropriate symbols (X, Circle, Triangle, Square) and key in each sequence with the Circle button to obtain the following results.

Win Current Mission: Circle, Circle, Triangle, X, X, Square.
Lose Current Mission: Circle, X, Circle, Square, Square, X.
Unshroud: Triangle, Triangle, X, Circle, Triangle, Square. This turns off the shroud so you can see everything in the level.
Increase Money: X, X, Square, Circle, Circle, Circle. This increases your money by $1,000 each time you enter the code.
Equip Parabomb: X, X, X, Circle, Triangle, Square.
Equip Nuke: Circle, X, Circle, Circle, X, Square. **Equip Chrono:** Square, Circle, Triangle, X, Circle, Circle.
Equip Iron Curtain: Square, X, Circle, X, Triangle, Triangle.
Change Civilian Names: Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names.
Soylent Green: Square, X, Square, X, Square, X. Harvest people instead of ore.

Cool Boarders 4

To access these cheates, go to the name entry screen and put in the following pass-codes. You will hear a voice say, "Hey, no cheating" to confirm that you've entered the code correctly.

Every Mountain Available: ICHEAT
Every Special Event Available: IMSPECIAL

Crash Bandicoot

All Levels: Enter the following code at the "Password" screen: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

Croc 2

Max-Out Your Crystals: On title screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like (press the same button sequence) for a maximum of 9,999!

Cyber Tiger

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.

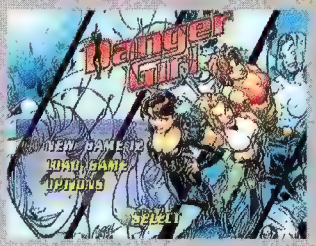
Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORASO (Now you have your choice of courses!)

Dave Mirra Freestyle BMX

Unlock Slim Jim: On the rider select screen, press Down, Down, Left, Right, Up, Up, Circle.
Unlock All Bikes: On the bike select screen, press Up, Left, Up, Down, Up, Right, Left, Right, Circle.
Unlock All Styles: On the style select screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle.

Danger Girl

Level Cheat Mode: On the main menu, press L1, R2, L2, R1, Circle, Square, Triangle, Triangle. Then press and hold L1+L2+R1+R2 to get access to every level. Inside any level, press START to pause and you will see "Cheat Options." Press X on this option to see the Cheats that can be opened by discovering icons in many levels of the game.



Destruction Derby 2

Access All Tracks: Using Controller One, go into the "Race Mode" screen and select either Wrecking Racing or Stock Car Racing. Select "Championship" at the "Race Type" screen. You will enter a "Name Entry" screen. Enter MACSrPOO and hit "End." You should appear at the main screen and the "Track" option will have a red cross through it. Go back into Race Mode and choose a mode and a race type. Now, if you access the "Track Select" option, you should be able to choose from any of the tracks listed. You'll also be able to select tracks such as "The Pit" and "Death Bowl" if you choose "Destruction Derby" as your Race Mode.

Die Hard Trilogy 2

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning John McClane figure. In the middle of the third person game, press START to pause. Now enter one of these codes for various results. For maximum results, enter the Unlimited Ammo code after the Every Weapon code.

Every Weapon: Square, Square, Circle, Circle, L1, L1.
Unlimited Ammo and Grenade Weapons: L1, L1, R1, R1, Circle, Circle.
Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning pistol. In the middle of the first-person shooting game, press START to pause. Now enter one of these codes (For best results, enter the Unlimited Ammo code after the Every Weapon code).

Every Weapon: Square, Square, Circle, Circle, L1, L1.
Unlimited Ammo: L1, L1, R1, R1, Circle, Circle.
Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.
Automatic Weapon Reload: Square, Square, Triangle, Triangle, Circle, Circle.
Super Slow Rockets: L1, R1, R1, L1, Triangle, Square.
Slow Motion Movement: Triangle, L1, Triangle, L1, Triangle, L1.
Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a Movie Player and Direct Level Access. Now you can watch any movie or choose any starting level in the game!

Dragon Ball GT

These tricks only work in the Two-player and Training Modes.

Wire Frame: Have both players decide on the characters they want. To choose them, hold SELECT and then press X. When you go into the battle, both characters will be wire-framed!
Alternative Outfits: Have both players decide on the characters they want. To choose them, press Square+X+Circle simultaneously. You will begin your battle with new clothes.

Duke Nukem: Land of the Babes

From the main menu screen, access the Options. Move down and access Cheats. On the screen are locked versions of most of the codes.

Level Select: Circle, X, Square, Square, X, Square, Circle.
Invincibility: L1, Square, Circle, Circle, Square, L1, L2.
All Weapons: R2, X, L1, Square, R1, Circle, L2.
Infinite Ammunition: L2, Circle, R2, Square, Circle, L2, R1.
Double Damage: Square, Square, Square, Circle, Circle, Circle, X.
Temporary Invincibility: L1, L1, L1, L1, L1, L1, R2.
Invisibility: Square, X, Circle, Square, X, Circle, Square.
Full Ego: R1, R1, Circle, Circle, L1, L1, R2.
Full Armor: L1, L1, R1, R1, X, X, Circle, Circle.
First Person View: L2, R1, L1, R2, Circle, X, Square.
Big Head Duke: Square, Square, X, Circle, Circle, X, Square.
Small Head Duke: Square, X, Circle, Circle, X, Square, Square.
Big Head Enemies: X, X, R1, X, L1, X.
Small Head Enemies: X, L1, X, R1, X, X.
Wacky FMV Sequences: L1, L2, R1, R2, Circle, Circle, Square, Square.
Outtake FMV Sequences: L1, L2, R1, R2, Square, Square, Circle, Circle.
Ending FMV Sequence: Circle, R2, L1, Square, L2, X, R2.
Unlock Every Cheat: L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, Circle, Circle, Circle, Circle, X, X, X, X, Square, Square, Square, Square, Square, SELECT, SELECT, SELECT, SELECT.

Eagle One: Harrier Attack

To enter these cheats, go to the main menu

screen and access the options menu. You will hear a sound to confirm the trick was entered correctly.
Invincibility: R1, L1, R2, L2, L1.
Level Select: R1, L1, R2, L2, START.
Infinite Ammunition: R1, L1, R2, L2, R1.

Einhänder

Default Gunpod Weapons: Here is a method for you to begin the game with Gunpod weapons. First, get to a point in the game where you can get some gunpod weapons. Next, you must intentionally die and use up all of your lives. On the "Continue Screen 2," let the counter go to zero and the "Game Over" screen will appear. When the title screen appears, select "Game Start." After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weapons—even if you die!

ESPN: Extreme Games

Just go to the "Password" screen by going into the "Sign-in" at the main menu and choosing "Continue Season."
Last Race: 254, 071, 216, 094, 085, 085, 177, 113, 104.
Money: 229, 013, 066, 016, 000, 000, 000, 000, 031.

Fear Effect

Press START on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.
999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.
Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.
One-Hit Kills with Firearms: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1.
Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Fighting Force 2

Level Select, Unlimited Ammo and Invincibility: When you see the title screen with "Press Start" flashing, press and simultaneously hold L1+L2+R1+Triangle+X+Left. Keep holding until you see the level select screen appear. From here you may choose your starting level. When playing, you will notice that you have unlimited ammunition and that attacks won't decrease your energy. The only thing that can hurt you is fire.

Fisherman's Bait

Total Count List: On the title screen, press Up, Up, Down, Down, L1, R1, L1, R1, X, Circle. Then press the START button. Next, on the options screen, press SELECT. If you have done the code correctly, you will see a "Total Count" screen. This will display the total number of games played, number of line breaks, lost fish, and the totals for all types of fish caught.

Gekido: Urban Fighters

Play the game until you get a high score. When the "Hi Score" screen appears, enter one of the following names and then choose "Options" on the main menu for the results shown below.
Deformed Mode: DEFORMANIA
Skeleton Mode: BONECRACK

Gex 3: Deep Cover Gecko

Debug Menu: Press START to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press SELECT to see the Debug menu. Within this menu is the option to choose your starting level and more!
Invincibility: To make Gex invincible, press START to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!
Blabbermouth Gex: To hear all of Gex's phrases, press START to pause the game and hold L2. With L2 held, press Down, Right, Left, Circle, Up, Right. Press the SELECT button to hear Gex's comments whenever you want.

Grand Theft Auto 2

From the main menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown.
No Police: LOSEFEDS
10,000,000 Points: BIGSCORE
Multiplier x5: HIGHFIVE
All Weapons: NAVARONE
Unlimited Energy: LIVELONG
Most Wanted: DESIRES (Your "wanted" level is maxed out. Everyone will be after you.)
Level Select: When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level!

Grind Session

All Tricks Enabled: Press START to pause the game, then press Down, Left, Up, Right Down, Left, Up, Right. "All Tricks Enabled" will appear on the screen. Now when you access the Trick List, you will see all of them are enabled.

Hot Shots Golf 2

Incredible Code: From the title screen, choose New Game. When asked to choose your name, enter 2GSH and then press the O.K. button on the screen. Now all of the hidden characters will be unlocked, all difficulties, special clubs and balls will be available, prizes and more!

Hot Wheels: Turbo Racing

Enter any of the following codes on the main menu screen. You will hear a sound to confirm correct entry.
Unlimited Turbos: R2, L1, Square, Triangle, R1, L2, L1, R2.
Towjam Car: Square, Triangle, L1, R1, L2, R2, Square, Triangle.
Huge Tires: Square, Triangle, Square, Triangle, R1, R1, L2, L2.
Tiny Cars: Square, R2, L2, Triangle, Triangle, L2, R2, Square.
Flat Graphics: L1, R1, L2, R2, L1, R1, L2, R2.
Strange Sounds: R2, R1, L2, R2, Square, Triangle, L1, R1.

International Track & Field 2000

Play as Konami Man: On the "Select Event" screen, choose the event you want to play and then enter the Konami code (Up, Up, Down, Down, Left, Right, Left, Right, Circle, X). If entered correctly, you'll hear a sound. Now when you begin the event, your character will be Konami Man! When you begin an event with a female athlete, the character will be Konami Woman.

Jackie Chan: Stuntmaster

Enter these tricks on the title screen where it says, "Press Start Button."
Level Select: L2, Square, Triangle, Circle, X, R2, R2. You'll hear a sound if the trick was entered correctly.
Behind the Scenes Movie: Left, Right, R1, Circle, Square, Triangle, Triangle. The "Press Start Button" text will be replaced with "Bonus Movie." Press X to see the movie.

Kurt Warner's Arena Football Unleashed

On the "Today's Contest" screen, enter any of these codes the number of times shown with the Turbo, Jump and Pass buttons (For example, if the code is 1, 2, 3, Right, you will press Turbo one time, Jump two times, Pass three times and the press Right).
Fast Passes: 2, 5, 0, Left.
Super Passing (2P must Agree): 4, 2, 3, Right.
Super Field Goals: 1, 2, 3, Left.
Show Field Goal %: 0, 0, 1, Down.
Allow Stepping out of Bounds: 2, 1, 1, Left.
Power-Up Blockers: 3, 1, 2, Left.
Avengers Stadium: 1, 1, 5, Left.
No First Downs: 2, 1, 0, Up.
No Interceptions: 3, 4, 4, Up.
Infinite Turbo: 5, 1, 4, Up.
Super Blitzing: 0, 4, 5, Up.
Power-Up Teammates: 2, 3, 3, Up.
Power-Up Defense: 4, 2, 1, Up.
No Random Fumbles: 4, 2, 3, Down.
Hide Receiver Name: 1, 0, 2, Right.
Big Football: 0, 5, 0, Right.
Big Head: 2, 0, 0, Right.
Huge Head: 0, 4, 0, Up.
No Head: 3, 2, 1, Left.
Headless Team: 1, 2, 3, Right.
Team Tiny Players: 3, 1, 0, Right.
Team Big Players: 1, 4, 1, Right.
Team Big Heads: 2, 0, 3, Right.
Hyper Play (2P must agree): 5, 5, 5, Up.
Show More Field (2P must agree): 0, 2, 1, Right.
No CPU Assistance (2P must agree): 0, 1, 2, Down.
Power-Up Speed: (2P must agree): 4, 0, 4, Left.
Tournament Mode (2P game only): 1, 1, 1, Down.
Smart CPU Opponent (1P game only): 3, 1, 4, Down.
Power-Up Offense: 3, 1, 2, Up.
Fast Turbo Running: 0, 3, 2, Left.
Invisible: 4, 3, 3, Up.

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health: Hold L1 and press Right,

GameShark Codes

Continued from Page 42

RayCrisis: Series Termination

Max Score	800D9C8CE0FF
	800D9C8E05F5
0 Enchroachment	800873OC0000
Infinite Lives (Invincibility)	300DBAAF0009
Max Targets Available	800DBAB80008
Always Have Round Divide	
	800D9C960010

Ready 2 Rumble: Round 2

Infinite Cash	800B341A00F0
Inf. Health P1	800B0D300064
Low Health P1	800B0D300000
50% Health P1	D00B0D300064
	800B0D300032
Inf. Stamina P1	800B0D340064
Low Stamina P1	800B0D340000
Inf. Health P2	800B19700064
Low Health P2	800B19700000
50% Health P2	D00B19700064
	800B19700032
Inf. Stamina P2	800B19740064
Low Stamina P2	800B19740000
Full Rumble-O-Meter P1	800B0D3C0090
Empty Rumble-O-Meter P1	
	800B0D3C0000
Full Rumble-O-Meter P2	800B197C0090

Supercross

Unlock All Tracks	800C2FDAFFFF
	800C2FDCFFFF
	800C2FDEFFFF

Tiger Woods PGA Tour Golf

Press Triangle For Low Stroke	
	D00612500010
	8004AFF60001

Tom and Jerry in "House Trap"

Unlock All Levels	80032610000F
Hit L2 To Refill P1 Health	D00327BAFEFF
	8006BAFC03E8
	D00327BAFEFF
	8006BAFE03E8
Hit L1 For No Health For P1	
	D00327BAFBFF
	8006BAFC0000
	D00327BAFBFF
	8006BAFE0000
Hit R2 To Refill P2 Health	
	D00327BAFDFF
	8006BF2403E8
	D00327BAFDFF
	8006BF2603E8
Hit R1 For No Health P2	D00327BAF7FF
	8006BF240000
	D00327BAF7FF
	8006BF260000

Tomb Raider: Chronicles

Have All Weapons	800887C0005

Ultimate Fighting Championship

Infinite Skill Points	D01555380000
	8015553803E7

World Is Not Enough, The

All Movies Unlocked	500000C020000
	8001F2D40101
	8001F28E0002
All Cheats Unlocked	8001F16AFFFF
Invincible	80073A040001
	30073D3A0001
Infinite Ammo	30073D3D0001
All Weapons	30073D380001
$999999 - Russian Roulette	
	8009DB6CE0FF
	8009DB6E05F5

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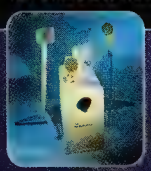
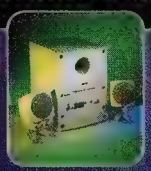
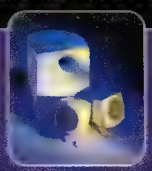

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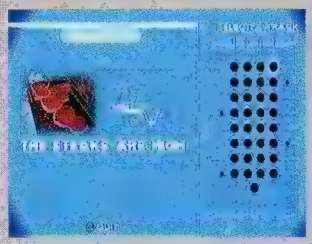
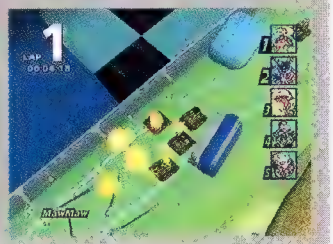
Micro Maniacs Racing

From the main menu, choose options. From the "Options" screen, choose Secret Options. On this screen, press and hold the SELECT button. While holding this button, enter the following tricks as shown.

All Tracks Unlocked: Triangle, Circle, Circle, Triangle, Down, Up, Up, Down.
Infinite Power-Ups: Circle, X, Triangle, Square, X, Left, X, Square, Square, Circle, Left, Circle, Up, Triangle.
Tough Guys: Square, X, R1, Circle, Up, Square, Down, Up, Down, X, Square.
Tanks Mode: Down, Up, Square, Triangle, Circle, Triangle, Right, Triangle. Press either L1, L2 or R2 to shoot the cannon.
Motion Blur: Triangle, Circle, Right, Triangle, Up, Right, Circle, Up, Square.
Slow CPUs: Up, Left, Triangle, Right, Triangle, Circle, Triangle, Square, Up, Triangle, Left.
Ultimate AI: Circle, Up, Triangle, Circle, Left, Triangle, Square, Square, X, Down.





Circle, Down, Up, Down, Up.
Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.
Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.
Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.
Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.
Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

LUNAR: Silver Star Story Complete

Lords of Lunar Mini-Game: Insert the "Making Of Lunar" disc. Then, when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, START. You will be taken to a new title screen called, "Lords Of Lunar!" You and one other player can battle against six computer players. You can choose your character for the castle you defend, set up your options and more!

Madden NFL 2000

Enter one of the following codes at the code entry screen to activate the corresponding cheat function.
20 Yard First downs: FIRSTIS20
Super Stiff Arm: SMACKDOWN
Super Jump: SPRONG
More Injuries: PAINFUL
More Sacks: QBINTHECLUB
More Fumbles: ROLLERGIRL
Easier Interceptions: PICKEDOFF
No Interceptions: EXPRESSBALL
Less Penalties: REFISBLIND
Big Versus Small Players: MINIME
Camera Follows Football: VERTIGO
Antarctica Stadium: XMASGIFT
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
Tiburon Bros. Stadium: COTTONCANDY
Industrials Team: INTHEFUTURE
Marshalls Fantasy Team: COWBOYS
All-Madden Team: TEAMMADDEN
All '60s Team: MOJOBABY
All '70s Team: LOVEBEADS
1972 Steelers Team: DONTGOFOR2
1972 Raiders Team: GETMEADOCTOR
1976 Raiders Team: GAMMALIGHT
1976 Patriots Team: HACKCHEESE
1981 Dolphins Team: 15MOREMIN
1981 Chargers Team: BUILDMONKEYS
1985 Dolphins Team: CHICKIN
1985 Bears Team: DOORKNOB
1986 Browns Team: KAMEHAMEHA
1986 Broncos team: BLUESCREEN
1988 49ers Team: CALLMESALLY
1988 Bengals Team: PTMOMINFOGET
1990 Giants Team: PROFSMOOTH
1990 Bills Team: SPOON
1995 Steelers Team: STEAMPUNK
1995 Colts Team: PREDATORS
1997 Packers Team: TUNDRA
1997 Broncos Team: EARTHPEOPLE

Marvel vs. Capcom

Hidden "EX" Option: Press START at the title screen. When the main menu appears, highlight "Option," press and hold SELECT and then press START. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge and more!

Medal of Honor

Each of these codes will make the Enigma flash green to confirm correct entry.
Captain Dye Mode: Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine. While this mode is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!
Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Powerups." Using this code adds an entirely new dimension to the multiplayer game!
American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English (much like a terrible American movie).
Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFATMAN. This unlocks the sinister Col Müller in Multiplayer Mode.
From the options, choose "Password" and enter any of these codes into the Enigma Machine.
Unlimited Ammo: BADCOPSHOW
4x Firing Rate: ICOSIDODEC
Reflecting Shots: GOBLUE
Unlock William Shakespeare in Multiplayer: PAYBACK
Unlock Winston Churchill in Multiplayer: FINESTHOUR
Unlock the Raptor in Multiplayer: SSPIELBERG
From the options screen, choose "Password," then enter any of these codes into the Enigma Machine (These codes work in Multiplayer Mode.)
Codes for Multiplayer Mode:
Unlock Wolfgang: HOODUP
Unlock Bismarck: WOOFWOOF
Unlock Otto: HERRZOMBIE
Unlock Noah: BEACHBALL
Unlock Von Braun: ROCKETMAN
Codes Unlocked on the Gallery Screen:
Unlock the Making of Level 1 (History): INVASION
Unlock the Making of Level 2 (History): BIGGRETA
Unlock the Making of Level 3 (History): DASBOOT
Unlock the Making of Level 4 (History): STUKA
Unlock the Making of Level 5 (History): KOMET
Unlock the Making of Level 6 and 7 (History): TWOSIXTWO
Unlock the Making of Level 8 (History): VICTORYDAY
Pictures of the Development Team: DWIMOHTEAM
Secret Photo Gallery of Staff: DWIGALLERY
L. Henson Picture: COOLCHICK
A. Jones Picture: AJRULES
Mission Log Codes: *For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options in the "Secret Codes" screen.*
Audie Murphy Mode (Invincibility): MOSTMEDALS
Wire Frames: TRACERON

Medal of Honor Underground

From the main menu, go into the options and access "Password," then enter any of the following codes.
Cartoon Sketch Pictures: MOHDESSINS
Dreamworks Pictures: DWIECRANS
Team Pictures: MOHUEQUIPE

Kart Racing Anyone?

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.
Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.
Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.
Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.
More Tracks: Right, Right, Left, Triangle, Right, Down, Down.
Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.
Super Turbo Pads: Triangle, Right, Right, Circle, Left.
Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.
Unlimited Tricks: After entering one of these next tricks, you will have to reset the game to get a different unlimited object.
Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.
Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.
Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.

Muppet RaceMania

On the title screen (with "Press Start" flashing), enter the following tricks.
All Courses, Characters and Vehicles (except the secret courses): Triangle, Circle, Triangle, Square, Triangle, X, Triangle, Triangle, X, Circle.
Credits/Overhead Courses: Circle, Triangle, Square, Triangle, X, Triangle, Square, Circle, Triangle, X. Access the Options screen and then choose "The End." While the credits are scrolling, press START and you will be able to choose from six overhead courses!
Arches Course: Square, Circle, X, Circle, Square, Triangle, Circle, X, Circle, Triangle.
Fraggle Rock Course: X, Square, X, Square, X, Square, Triangle, Circle, X, Square.
Studio Course: Square, Square, Circle, Circle, X, Circle, Triangle, Circle, Triangle, Square.

Speed Punks

Instant Turbo Blast: In the middle of the game, press and hold the Accelerator and Brake buttons simultaneously. Now turn yourself around twice, so that you complete two 360s and let go of the Accelerator and Brake buttons.
Boost Start: At the start of a race when the lights start to count down, wait until the third red light beeps and then immediately hold the X button. For best results, hold the X button about halfway in between the third and fourth light.

Outer Space Invasion

Alien Resurrection

Cheat Menu: On the main menu screen, press Circle, Left, Right, Circle, Up, R2. You will hear a sound. Now go down and access the options. In the options menu, there will be a new setting called Cheat Menu. Go into this menu to access a level select, Infinite Ammo, Infinite Health, No Chestburst and No Drown.

Area 51

Play as Krohn Hunter: Begin a game and shoot the first three members of the S. T. A. A. R. squad (the second will be running across the screen and is the most difficult of the three). If done correctly, "Krohn Hunter" will appear at the top just after you shoot the third guy. The screen will then turn green as you are now looking through the eyes of an alien!

Independence Day

Go into the options from the menu screen. Move down to the "Player Name" option. Enter one of the words shown below on the name entry screen. Then go back to the main menu screen and press Left, Right, Square, Circle, Triangle, Triangle, Down. A new screen called "Cheater" will appear. Listed here are the codes that will turn the different options on or off in this screen.

FOX ROX: Opens up CITY. Select any level, including bonus levels.
MR HAPPY: Opens up PLANE. Setting the plane to "BAC" will let you fly the alien craft on any level!
GO POSTAL: Opens up FAST RELOAD (quick missile launches), DAMAGE BONUS (one missile to kill enemies) and WEAPONS (infinite missiles).
LIVE FREE: Opens up INVINCIBLE (You'll take no damage).

Invasion from Beyond

Level Select: At the "Press Start" screen, enter L1, R1, L2, R2, Triangle, X, Circle, Square, Square, Circle, X, Triangle. Go to the main menu screen to select any level in the game.
All Ships, Weapons and Upgrades: At the "Press Start" screen, enter L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up.

Space Invaders

Level Select and Classic Mode: This rather simple code will give you the ability to choose your starting level. At the main menu screen, press Circle and a level select menu will appear. Now you can choose your starting level. If you pick level 00, you will be taken to the final level; after defeating the "retro" space invader boss, you will be granted with a new option called "Classic." Go back to the main menu and highlight the "1 Player Mode" and press Left to reveal the Classic Mode. Press X and you will be playing the original arcade Space Invaders!

MediEvil II

Cheats Menu: Press START to pause the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. "Cheats" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll also open options that add health, money and weapons!

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

MTV Sports: Skateboarding

Cheat Password: On the main menu screen, pick Single Player. On the next menu, enter Lifestyle. Delete the name on this screen, and put in PASWRD as your name. In Lifestyle mode, you will have access to new boards and outfits. Choose your character and begin the game. Now pause and quit. Go back to the main menu and pick Single Player. On the next menu, pick Freeplay. In addition to new boards and outfits, all the hidden skaters and parks will be unlocked!

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C9P5AU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.

NBA Shoot Out 2000

Hidden Easter Egg Menu: While playing a game, press START to pause and then press the L2+R2+Square buttons simultaneously. The Easter Eggs menu will appear and you will be able to choose new options such as big heads, big feet, gravity, speed, etc.

NCAA GameBreaker 2001

On the main menu screen, choose the "Customize" option. On the "Customize" screen, choose the "Easter Eggs" option. Now enter these passcodes to unlock various new game options (Note: Smaller capital letters indicate the entry of the passcode using the smaller size letters).

Player Attributes Are Now 99: BEAT DOWN
Acquire All Blue Chips: MOTIVATE
Make High Attribute Walk-On Players: FRANKENSTEIN
Take You to Credits Screen: HOLLYWOOD

NCAA Football 2001

At the main menu, select the "Game Settings" option. Next, highlight and enter the Secret Codes menu. Now press SELECT and enter one of these cheats to get the following results. "It's in the game" will be spoken when the codes are entered correctly.

Full Poll: POPULARITY (Press R1 twice on the Poll screen to view more team rankings.)
Slower Players: CEMENTFEET
All Stadiums Unlocked: OPENSESAME
View CPU Plays: MINDREADER
Faster Players: SCRAMBLE
Faster Daytime Effects: DAYNIGHT
Maximum Attribute Points: BALLER
Maximum Recruiting Points: HEADCOACH
Receivers Always Catch: HANDSOFGLUE
Defense Always Intercepts: OSKIE
Wind at Maximum: SAFETY
Change the Date: Y2K
Juggernaut Team: BULLDOZER

NFL Blitz 2001

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and the press Right on the D-pad).

Red, White and Blue Football: 3, 2, 3, Left.
Big Football : 0, 5, 0, Right.
Fast Passes : 2, 5, 0, Left.
Infinite Turbo: 5, 1, 4, Up.
Fast Turbo Running: 0, 3, 2, Left.
Unlimited Throwing Distance: 2, 2, 3, Right.
Power-up Offense: 3, 1, 2, Up.
Power-up Defense: 4, 2, 1, Up.
Power-up Teammates: 2, 3, 3, Up.
Super Blitzing: 0, 4, 5, Up.
Super Field Goals: 1, 2, 3, Left.
No Interceptions: 3, 4, 4, Up.
No Random Fumbles: 4, 2, 3, Down.
No First Downs: 2, 1, 0, Up.
No Punting: 1, 5, 1, Up.
Allow Stepping Out of Bounds: 2, 1, 1, Left.
Power-up Blockers: 3, 1, 2, Left.
Show Field Goal Percentage: 0, 0, 1, Down.
Show Punt Hang Meter: 0, 0, 1, Right.
Hide Receiver Name: 1, 0, 2, Right.
Invisible Receiver Highlight: 3, 3, 3, Left.
Invisible: 4, 3, 3, Up.
Big Head: 2, 0, 0, Right.
Huge Head: 0, 4, 0, Up.
Team Big Players: 1, 4, 1, Right.
Team Big Heads: 2, 0, 3, Right.
Team Tiny Players: 3, 1, 0, Right.
No Play Selection (2P must agree): 1, 1, 5, Left.
Show More Field (2P must agree): 0, 2, 1, Right.
No CPU Assistance (2P must agree): 0, 1, 2, Down.
Power-up Speed (2P must agree): 4, 0, 4, Left.
Hyper Blitz (2P must agree): 5, 5, 5, Up.
Smart CPU Opponent (1P game only): 3, 1, 4, Down.
Deranged Blitz Mode (1P game only): 2, 1, 2, Down.
Ultra Hard Mode (1P game only): 3, 2, 3, Up.
Super Passing Mode (2P game only): 4, 2, 3, Right.
Super Blitz Mode (2P game only): 4, 4, 4, Up.
Tournament Mode (2P game only): 1, 1, 1, Down.
Always Quarterback (2P teammate required): 2, 2, 2, Left.
Always Receiver (2P teammate required): 2, 2, 2, Right.
Baseball Stadium: 5, 0, 2, Left.
Round Snow Stadium: 5, 0, 3, Up.
Astro Turf Field: 3, 0, 1, Up.
Ice Field: 3, 0, 2, Up.
Snow Field: 3, 0, 3, Up.
Blitz Grass Field: 3, 0, 0, Up.
Dirt Field: 3, 0, 4, Up.
Snow: 5, 2, 5, Down.
Clear Weather: 2, 1, 2, Left.
Rain: 5, 5, 5, Right.
49ers Playbook: 1, 5, 1, Left.
Bears Playbook: 1, 1, 0, Left.
Bengals Playbook: 1, 1, 2, Left.
Bills Playbook: 1, 0, 4, Left.
Broncos Playbook: 1, 1, 5, Right.
Browns Playbook: 1, 1, 3, Left.
Buccaneers Playbook: 1, 5, 4, Left.
Cardinals Playbook: 1, 0, 1, Left.
Chargers Playbook: 1, 4, 5, Left.
Chiefs Playbook: 1, 2, 5, Left.
Colts Playbook: 1, 2, 3, Up.
Cowboys Playbook: 1, 1, 4, Left.
Dolphins Playbook: 1, 3, 1, Left.
Eagles Playbook: 1, 4, 3, Left.
Falcons Playbook: 1, 0, 2, Left.
Giants Playbook: 1, 3, 5, Left.
Jaguars Playbook: 1, 2, 4, Left.
Jets Playbook: 1, 4, 1, Left.
Lions Playbook: 1, 2, 1, Left.
Packers Playbook: 1, 2, 2, Left.
Panthers Playbook: 1, 0, 5, Left.
Patriots Playbook: 1, 3, 3, Left.
Raiders Playbook: 1, 4, 2, Left.
Rams Playbook: 1, 5, 3, Left.
Ravens Playbook: 1, 0, 3, Left.
Redskins Playbook: 2, 0, 1, Left.
Saints Playbook: 1, 3, 4, Left.
Seahawks Playbook: 1, 5, 2, Left.
Steelers Playbook: 1, 4, 4, Left.
Titans Playbook: 1, 5, 5, Left.
Vikings Playbook: 1, 3, 2, Left.

NFL GameDay 2001

From the options screen, highlight and pick the "Easter Eggs" option. On this screen, enter any of the following codes (in caps) for the results as shown.

Brainy Computer: SMART CPU
Speedy Players: ROCKET MAN
Max Injuries: HAM INJURY

Moto Racer: World Tour

Ultimate Code: On the main menu screen, press Square, Triangle, Circle, Circle, Up, Up, Left. The screen will flash and you will hear a sound. Now you will have access to all the bikes, courses and game modes.

Slower CPU Bikers: On the main menu screen, press Down, Up, Up, Right, Triangle, Square, R2. The screen will flash and you will hear a sound.

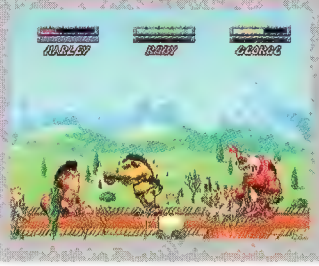
Rampage Through Time

Press START on the title screen and then at the main menu, access the Password Option. Now enter any of these passwords for the results as shown.

Constant Power Meter Charge: JOSHS

Boss Stages in Challenge Mode: Put in JOM3L as your password. Next, choose "Challenge" from the Start Game menu. Neo Techno, Jurassic and Scumlabs stage will now be opened.

All FMV Opened: Put in 12345 as your password. Now go to the options screen and access the "Cheats" option. From here you can choose to see any movie from the game.



Slower Movement: STROBE LIGHT
Balanced Abilities: ALL EVEN
Basketball Star Names: BASKETBALL
Flat Football Players: TWO D
Big Football: BIG PIG
Huge Players: GIANTS
Tiny, Quick Players: POP WARNER
Fast Movement: BOOSTER
Programmer Names: RED ZONE
Bobo Teams: ALL BOBO
European League Names: EURO LEAGUE
United States Presidents: OVAL OFFICE
Increased Endurance: ENDURANCE
Bigger Hits: CRUNCH
Better Defense: LINE BUSTER
Skilled Running Back: SUPER FOOT
Easier Catches: STICKEM
Better Passes: SHOOTERS
Cheerleader Pics After Game (Cycle with X button): FASHION SHOW

NGEN Racing

Enter these tricks on the main menu screen.

All Arcade Mode Tracks, Classes and Jets: R1, L1, R1, R2, L2, R2, L2, L1.

NGEN Mode Extra Jets: R1, R2, L1, L2, L2, L1, R2, R1.

400,000,000 Credits: R2, L2, R2, L1, R2, R1, R2, L1.

NHL 2001

From the "Game Setup" menu, access "Advanced Options." On this menu, access "Rosters." On the next menu select "Player Management." On this screen, choose "Create Player." Next, enter the first and last names of the players as shown. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense: Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name.

Superstar Forward: Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

Superstar Goalie: Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

Hammer: Put in Hammer for the first name and any other name for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "The Hammer."

Dude: Put in Bruce for the first name and Willis for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "Dude."

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight "New User" and enter one of the names below for the results.

NHL Teams Available: BAILEY

Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)

Bonus Moves: IAMWEAK

Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

Rainbow Six

Press START to pause the game in the middle of play. Then hold the L1 button and press the following buttons to activate the codes shown below.

All Doors Unlocked: Triangle, Square, Square, Triangle, X, Circle, Square, Triangle.

Invincible Hostages: Circle, Circle, Square, Triangle, X, Triangle, X, Circle.

Reload Ammunition: Square, Square, Circle, Triangle, X, Triangle, X, Triangle.

Terrorists Removed: Triangle, Circle, Circle, Triangle, Square, X, Triangle, Circle.

Remove All Operatives: Triangle, Triangle, X, Circle, Circle, X, Square, Square.

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Sammy Sosa Softball Slam

Press START to pause the game during play, then put in the following tricks.

Huge Softball: R1, R2, R1, R2, R1, R2.

Ball Cannon Mode: L1, L2, L1, L2, L1, L2. Change the horizontal settings by holding L2 and pressing Left or Right. Change the vertical settings by holding L2 and pressing Up or Down. Change the speed by holding L2 and pressing Triangle or X.

S.C.A.R.S.

Cups, Cars and Modes: On the title screen, press START. On the player select screen, choose your number of players. On the game select screen, highlight and choose the "Options." On the options screen, choose settings. Now move down and highlight the "Password" option and enter one of the following codes.

GLASSX: Activates the Crystal Cup.
ROCKYY: Activates the Diamond Cup.
ZDPEAK: Activates the Zenith Cup.
XPERTS: Activates the Challenge Mode.
DESERT: Activates the Scorpion Car.
RATTLE: Activates the Cobra Car.
RUNNER: Activates the Cheetah Car.
MYSTER: Activates the Panther Car.
ALLVID: Activates the Codes .

Sled Storm

Enter the options screen and select the load/save option in order to display the password screen. Now enter one of the following codes.

New Sled and Players: Circle, Triangle, Square, R2, R2, L1, X, Triangle. This unlocks the Storm Sled in single race mode.

Play as Jackal: L2, L2, Circle, R2, Square, R1, L1, Triangle.

Play as Sergei: Square, L1, Square, L2, Triangle, R2, X, Circle.

Spider-Man

On the main menu screen, access the "Special" menu. Highlight and enter the "Cheats" option. Now put in any of these cheats (shown in caps.) on the "Enter Cheats" screen as shown.

Level Select: XCLSIOR
Invulnerable: RUSTCRST
Webbing: STRUDL
Game Comic Covers: ALLSIXCC
Movie Viewer: WATCH EM
Character Viewer: CVIEW EM
Storyboard Viewer: CGOSSETT
What If Contest: GBHSRSPM
Ben Reilly Costume: BNREILLY
Symbiote Spidey Costume: BLKSPIDR
Spidey 2099 Costume: TWNTYNDN
Captain Universe Costume: S COSMIC
Spidey Unlimited Costume: PARALLEL
Scarlet Spider Costume: LETTER S
Amazing Bagman Costume: AMZBGMAN
Peter Parker Costume: MJS STUD
Quick Change Costume: ALMSTPKR
Unlock J. James Jewett: RULUR
Full Health: DCSTUR
Big Heads: DULUX
Debug Info: LLADNEK
Everything: EEL NATS
No Naughty Words: Enter a "naughty" word for a cheat password and Spider-Man will appear next to the word and punch it, turning it into a "nice" word.

Sports Car GT

Enter these codes at the "Press Start" screen.

Extra Money: Up, Left, Left, Right, Down, Right, L1, Square.

All Cars: Up, Right, Left, Right, Down, Up, L1, R2.

All Tracks: Down, Down, Left, Right, Up, Left, Circle, R2.

Spyro 2: Ripto's Rage

In the middle of the game, press START to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.

Big Head: Up, Up, Up, Up, R1, R1, R1, R1, Circle.

Parappa (Flat) Mode: Left, Right, Left, Right, L2, R2, L2, R2, Square.

All Abilities: Circle, Circle, Circle, Circle, Square.

View Credits: Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

Star Trek: Invasion

Unlock Everything: On the mission select screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up, L1+R1, L2+R2. The screen will flash if the code was entered correctly. Now you will have access to all the levels. In the middle of any mission, press START to pause. On the pause screen, access the "Cheat Screen" option at the bottom of the menu. The Cheat screen will give you new options such as "One Hit Kills," "Player Can't Die" and "All Weapons"!

View Credits Screen: On any mission briefing screen, press these commands five times: Left, Right, Up, Down.

Star Wars: Episode 1 The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+SELECT+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility and play any movie in the game.

Street Fighter Alpha 3

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L1+L2 and choose your fighter. Keep holding it until the "VS." screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Street Fighter EX 2 Plus

After unlocking these fighters, they can be found on the character select screen.

Play as Garuda: At the main menu, highlight "Arcade" and press SELECT, SELECT, SELECT, Right, SELECT, SELECT, Down, SELECT, SELECT, SELECT, SELECT.

Play as Shadow Geist: At the main menu, highlight "Versus" and press SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, SELECT, SELECT, Up, SELECT, SELECT, SELECT.

Play as Kairi: At the main menu, highlight "Option" and press SELECT, Right, SELECT, SELECT, SELECT, Down, SELECT, SELECT.

Play as Hayate: At the main menu, highlight "Bonus Game" and press SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT.

Satellite Fall and Excel Bonus Games: At the main menu, highlight "Bonus Game" and press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT.

Back to Basics

Asteroids

On the title screen when "Press Start" is flashing, press and hold the SELECT button and enter one of the following codes.

Unlock Classic Asteroids: Circle, Circle, Circle, Triangle, Square, Square, Circle.

Unlock the Fourth Ship: Triangle, Circle, Circle, Triangle, Square, Circle, Square.

Level Select: Square, Triangle, Circle, Triangle, Triangle, Square, Circle (Change levels and zones and turn the collision off by pressing SELECT+START and then choosing the option you want. Press L1 to activate that cheat).

Classic Cheats: The following codes will work once you pause in the middle of the classic Asteroids game.

Add One Life: Up, Down, Left, Right, Circle, Square, X, Triangle.

99 Lives: Up, X, Down, Triangle, Left, Square, Right, Circle.

Invincibility: Down, Down, Up, Up, Circle, Square, Triangle, Triangle.

Centipede

Extra Lives: Begin an Adventure game. Now press START to pause the game. While paused, press L1, L1, L2, L1. You will hear a voice say, "Wally, help me!" Press START to unpause the game, then press START one more time to pause. Press Right on the Control Pad and you will add and extra life. Keep pressing Right multiple times to add an insane number of lives!

Invincibility: Put in the extra lives code and make sure the number of lives you add ends in an odd number. The invulnerability text will appear in the upper left corner of the screen if done correctly.

Level Select: First, choose "Adventure" from the main menu screen. When you are on the screen that shows your level, press R1, R1, R2, R1. You will hear a confirming sound. By pressing Right on the Control Pad, you will be able to choose any level and world within that level.

Frogger

Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.

Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Pong

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.

Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORASO
(Now you have your choice of courses!)

Bison II Bonus Game: At the main menu, highlight "Bonus Game" and press SELECT (13 times), Up, SELECT, SELECT, SELECT, SELECT, Down, SELECT (14 times).

Maniac Mode: At the main menu, highlight "Practice" and press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT.

Maniac Mode Sample: At the main menu, highlight "Practice" and press SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT.
"Sample" will be in the Maniac Mode pause menu.

Street Sk8er 2

On the title screen where "Press Start Button" is flashing, enter any one of these codes for the results shown. You will hear a click noise if the code was entered correctly.

Every Skater: Left, Left, Circle, Circle, L2, Square, Right, R2.

Every Course Open: Left, Right, Left, Right, Circle, Circle, R1, Square.

Every Board: Circle, Circle, Square, Circle, Square, Square, Circle, R1.

Supercross 2000

From the "Select Event" screen, have "Quick Race" highlighted and then press R1. Now enter the following passcodes for these results. You'll hear a sound to confirm correct code entry.

The Bikes Never Crash: NoCR4SH
Giants on Mini-Bikes: G14NTS
Supercross on Mercury: M3RCVRY
Supercross on Venus: V3NVS
Supercross on the Moon: MooN
Supercross on Mars: M4RS
Supercross on Jupiter: JVP1T3R
Supercross on Saturn: S4TVRN
Supercross on Uranus: VR4NVS
Supercross on Neptune: N3PTVN3
Supercross on Pluto: PLVTo
Add Hop Button: HoP
Extra Camera Modes: MoR3C4MS
Just the Bikes: NoR1D3RS
Lookout Ichabod!: H34DL3SS
All Riders Get in Your Way: LoCKM3
No More Off Track: NooFFTR4CK
No More Getting Reset: K1PP1NGoK
Bigger Dirt Spray: B1GSPR4Y

Sydney 2000

You must enter this code very quickly (within about 3 seconds) to make it work. You will hear a sound if the code was entered correctly. Now access the Olympic option

Full Stats: At the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Left.

Syphon Filter 2

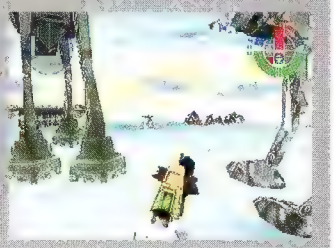
Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.

Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+SELECT+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.

Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

Star Wars: Demolition

Hidden Characters: On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L1+R1 simultaneously. This will bring up the "Passcode" option. Enter your passcode as WATTO_SHOP and then press X to accept it. Now go back to the main menu and choose a one or two player game. Choose your Arena and on the Choose Contestant screen, press Left to see three new characters; Lobot, Boushh and Darth Maul.



T'ai Fu: Wrath of the Tiger

Debug Menu: Start a game and finish any level to access the "Map" screen. While there, press SELECT+L1+L2+R1+R2 to open the Debug Mode. Now you can choose any starting level in the game!

Enable Cheat: This code enables all of the following gameplay cheats: R2, Triangle, R2, Triangle, Circle, X , Square. *Note: Cheats are to be entered quickly at any time during gameplay (don't pause the game).*

Full Chi Bar: R2, Triangle, R2, Left, Right, Square.

Invincibility: R2, Triangle, R2, Left, Right, R2.

Huge Enemies: R2, Triangle, R2, Left, Right, Up.

Half Size Enemies: R2, Triangle, R2, Left, Right, Down.

Nine Lives: R2, Triangle, R2, Left, Right, X.

All Fighting Styles: R2, Triangle, R2, Left, Right, Triangle.

Full Health: R2, Triangle, R2, Left, Right, Circle.

Tarzan

Level Select and Cheat Menu: *On the main menu screen, quickly put in these button combinations for the following tricks.*

Level Select: Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. Now move down past the "Load Game" option and "Cheats" will appear. Select this option to have access to the game levels. Press Right to get the bonus levels.

In-Game Cheat Menu: After entering the "Cheats" on the main menu screen, press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2. Next, pick a level and enter it. Now press START to pause. The "Cheat Menu" will appear at the bottom of the screen. Access this option to get access to all letters, mucho fruit, infinite lives, etc.

Tenchu 2: Birth of the Stealth Assassins

Unlock Every Stage: From the stage select screen, hold Square+Circle+Select. While holding these buttons, press Right, Right, Right, Up, Left, Down, R2.

Unlock All Items: On the "Items" screen, press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

Increase All Inventory Items by 1: On the "Items" screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of any item.

Regain Energy: Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100 percent life bar.

Unlock Tatsumaru: From the stage select screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, SELECT.

Test Drive 6

From the main menu screen, move down to Race Menu. Highlight it and press X. Now, at the "Enter Your Name" screen, put in any of these codes for the results shown.

Get $5,000,000 Cash: AKJGQ
All Tracks Available in Single Race: ERERTH

Tomb Raider: The Last Revelation

In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your Inventory screen. From this point, do one of these methods for the results as shown.

All Items: While the compass faces North, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-pad. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will see that you have all the items from the game.

All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. Go back to the "Inventory" screen and you will have all the

weapons, unlimited ammo, etc.
Skip Current Level: While the compass faces north, highlight the "Load Game" option and hold L1+L2+ R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. You will now be taken to the next level of the game!

Tony Hawk's Pro Skater 2

From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the "Select Player" screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks are entered correctly.
Unlimited Special Meter: X, Triangle, Circle, Up, Left, Triangle, Square.
Fast Motion: Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle.
Full Statistics: X, Triangle, Circle, Square, Triangle, Up, Down.
No Blood: Right, Up, Square, Triangle.
Skinny Skater: X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.
Obese Skater: X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left.
Unlock Everything: From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the select player screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. The screen will shake when entered correctly. Select the "End Run" option after entering the code, and you will have access to all the cheats in the game!
NeverSoft Pro Skaters: On the main menu screen, press and hold L1. While holding this button, press Up, Square, Square, Triangle, Right, Up, Circle, Triangle. The skate will spin around to confirm the code was entered correctly. Now access the Create Skater Mode. Choose and empty skater slot from the roster and enter any of the following names to automatically create members of the NeverSoft team.
AARON CAMMARATA
RALPH D'AMATO
JOEL JEWETT
CONNOR JEWETT
MICK WEST
JOHNNY OW
NOEL HINES
GARY JESDANUN
RYAN MCMAHON
NOLAN NELSON
SCOTT PEASE
CHRIS RAUSCH
JUNKI SAITA
DARREN THORNE
JASON UYEDA

Twisted Metal 4

From the options screen, access the "Password" option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly.
Unlimited Specials: Triangle, L1, Down, Triangle, Up.
Only Pick Up Napalms: Right, Left, R1, Right, Circle.
CPU Shoots Only You: Right, Triangle, Right, Triangle, L1.

Vigilante 8: 2nd Offense

Go to the title screen and access "Options." Highlight "Game Status" and press X. Press X again at "Player 1" and X one more time to highlight "Sheila." Now press L1+R1 simultaneously and enter any of these codes as shown. Press X when you are done entering the code. You will hear a voice to confirm correct entry. Press Square to go back to the main menu to begin your game.
Remove Delay Between Weapon Firing: RAPID_FIRE
Increased Difficulty to Super Hard: UNDER_FIRE
Extra Explosion on Interceptor Missiles: LAST_FIRE
Slower Action: GO_SLOW_MO
Heavy Vehicle: GO_RAMMING
From the main menu, choose the options screen. From there, press the X button on Game Status, choose your player with X, then press the L1+R1 buttons simultaneously. You can now enter these passcodes for the results shown. You will hear a voice say, "Funky" when they are entered correctly. Be sure to press the X button after entering each code in order to complete it. Each time you complete a code, you will have to press L1+R1 again to enter a new one.
No Enemies: HOME_ALONE
Monster Wheels: GO_MONSTER
Suspended Cars: JACK_IT_UP
CPU Picks Features: QUICK_PLAY

Who Wants to Be a Millionaire: 2nd Ed.

Replacement Name: Go to the "Enter Your Name" screen. Entering the name, MILLIONAIRE will get you a replacement name, such as PHONY.

Wipeout 3

Enter the following codes as default names.
All Tracks: WIZZPIG
Phantom Class: JAZZNAZ
Bonus Ships: AVINIT

X-Men: Mutant Academy

Unlock Everything: On the main menu screen, press SELECT, Up, L2, R1, L1, R2. You will hear a voice if the code was entered correctly. Next, go to the Arcade, Survival or Academy modes and you will be able to play as Toad, Mystique, Sabretooth and Magneto. In Cerebro mode, you will have access to all the cinemas and behind-the-scenes footage!

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"EXPLOSIVE FIGHT SCENES, GORGEOUS CHARACTER DESIGN" - Wizard

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GameShark Codes

Air Force Delta
No Damage	016097cd
Infinite Fuel	01609dcd
Max Score	019989cd
	01998acd
	01998bcd

Army Men 2
Infinite Health	013c3dce

Army Men: Air Combat
Infinite Health	0128cac2
	0128dbff

Army Men: Sarge's Heroes 2
Infinite Missles	01634ad0
Infinite Health	01280cd0

Chicken Run
Infinite Feed	0109d0c1

The Grinch
All Presents Collected	91008bc0
	95003bdd
Infinite Snowballs	91058dc0

Lemmings
Stop Timer	013208c9
Infinite Climber	0163f8c8
Infinite Floater	0163f9c8
Infinite Bomber	0163fac8
Infinite Blocker	0163fbc8
Infinite Builder	0163fcc8
Infinite Basher	0163fdc8
Infinite Miner	0163fec8
Infinite Digger	0163ffc8

Mary Kate and Ashley's Pocket Planner
Max Score (Drop To Shop)	0109d8c9
	0109d9c9
	0109dac9
	0109dbc9
Infinite Tries (Drop to Shop)	0100d5c9

Mia Hamm Soccer Shootout
Home Team Score 20	0114a2c8
Home Team Score 0	0100a2c8
Away Team Score 20	0114a4c8
Away Team Score 0	0100a4c8

M&M Minis Adventure
Infinite Health	9106d9c0
Infinite Lives	9163d8c0
Big Score	9155dec0

MTV Sports: T.J. Lavin's Ultimate BMX
MTV Sports: T.J. Lavin's Ultimate BMX	
Stop Timer	0130e9c2
Max Score	0199efc2
	0199f0c2
	0199f1c2

Nick Toons Racing
Start on Last Lap	91013ac4
Always First Place	910139c4
Stop Timer	913535c4

Pokémon Puzzle Challenge
Stop Timer	91006bc8

Power Puff Girls: Paint the Townsville Green
Infinite Black Chemical X	01634ccc
Have Blossom Hotline	010159cc
Have Bubbles Hotline	01015acc
Infinite Lives	010950cc
Infinite Flight	015a4acc
Infinite Health	010914d0

Game Boy

Army Men
From the main menu screen, move down and select "Password." Now enter any of the symbol passwords below to open up various levels in the game.
DESERT
All Cactus Flats Levels: Machine Gun, Grenade, Machine Gun, Grenade.
All Casa Plastica Levels: Jeep, Jeep, Grenade, Machine Gun.
All Winding Canyon Levels: Machine Gun, Mortar, Machine Gun, Helicopter.
ALPINE
Prison Camp Levels: Plane, Machine Gun, Grenade, Machine Gun.
Winding River Levels: Plane, Tank, Mortar, Jeep.
All Desert and Alpine Levels Open: Plane, Tank, Plane, Machine Gun.

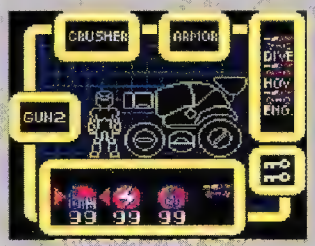
Asteroids
Enter the following codes on the "Password" screen.
Open Cheat Menu: CHEATONX (In the middle of a game, press the SELECT button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability.)
Get the Excalibur Ship: PROJECTX
Unlock Classic Mode: QRTREATR

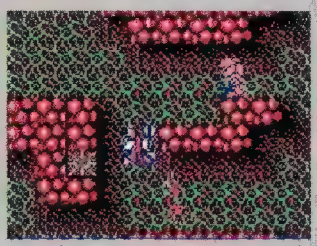
Caterpillar Construction Zone
Stage Select: On the title screen, acess Continue. Now put in your password as BG6S and press the "Done" option. Now you will be in the game. Press START and access the "Passwords" option. You will now have passwords to all the stages and levels in the game. Choose any of these levels and you'll automatically begin there.

Chase H.Q.: Secret Police
Level Password: Enter MMQG at the password screen. This will give you access to any level up to 10. J

Driver
From the main menu screen, highlight and choose Undercover. Then choose to continue and enter these passwords as shown.

Blaster Master: Enemy Below
Press START at the title screen and then access the "Password" option. Enter one of the level codes below to begin each stage with 99 homing missiles and thunder guns.
Stage 1: I2O2G7KV
Stage 2: M6P3H7KO
Stage 3: M7O3H7K1
Stage 4: M7P3H7K2
Stage 5: N6O3H7KA
Stage 6: N6P3H7KB
Stage 7: N7O3H7KC
Stage 8: N7P3H7KD



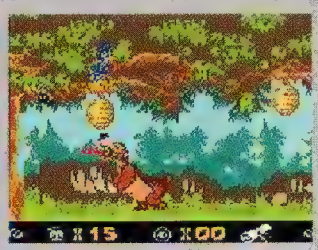


Stage 2: Tire Mark, Police Badge, Pylon, Red Light.
Stage 3: Traffic Light, Key, Key, Blue Light.
Stage 4: Pylon, Pylon, Pylon, Police Badge.
Stage 5: Key, Red Light, Red Light, Traffic Light.
Stage 6: Key, Police Badge, Tire Mark, Blue Light.
Stage 7: Police Badge, Pylon, Police Badge, Red Light.
Stage 8: Red Light, Police Badge, Key, Tire Mark.
Stage 9: Pylon, Blue Light, Red Light, Red Light.
Stage 10: Police Badge, Police Badge, Traffic Light, Pylon.
Stage 11: Blue Light, Key, Key, Key.
Stage 12: Traffic Light, Tire Mark, Red Light, Police Badge.
Stage 13: Key, Police Badge, Police Badge, Pylon.
Stage 14: Red Light, Blue Light, Red Light, Blue Light.

Duke Nukem
Enter the following codes on the title screen when "Press Start" is flashing.
Invincibility: Up, Down, Down, Left, Right, Left, Up, Up.
Level Select: Left, Right, Up, Up, Down, Up, Right, Left.

Donald Duck: Goin' "Qu@ckers"
Level Passwords: On the main menu screen, choose the "Continue" option. Now enter any of the passwords as shown to advance to that level.
Level 1-2: YMPHTM9
Level 1-3: VNQJVPY
Level 1-4: 2ZSLXSW
Level 1-5: PWYR3XD
Level 2-1: 1KC71PL

Boss Tip (Level 1-5): Jump onto the beehive right before the bear gets underneath it. Watch for bees coming out of the hive. If you wait too long, the bear will stomp the ground and let out more bees. Once you feed the bear honey enough times, he will fall asleep.



Ghosts 'N Goblins
From the main menu, move down to password and enter the following code to get to the last level and face the last level boss.
Final Boss: N8C(Heart Icon)K4oN

Hot Wheels: Stunt Track Driver
All Vehicles and Levels: On the main menu screen, select the "Password" option and enter Down, Left, Up, A, Down, Right.

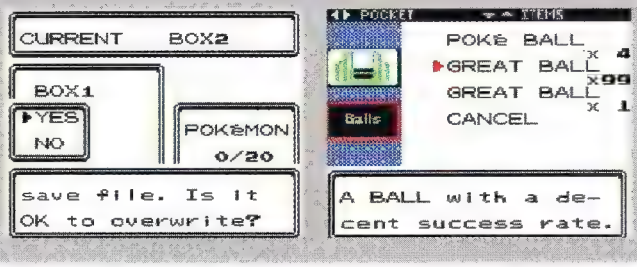
Looney Tunes: Carrot Crazy
Level Skip: From the main menu screen, access the options menu. Next, enter Taz, Elmer Fudd, Daffy Duck. Once you've entered the code, you can skip levels. While playing the game, press START to pause, then press SELECT to skip to the next level.

Mario Golf
Golf Left-Handed: Press and hold the SELECT button. While holding this, press the A button. If you choose Mario, Wario, Luigi or Club Champs, that golfer will be a left-handed player.
Infinite Retries: Before completing a hole, save your game and exit—don't turn off the Game Boy. Once you return to your game, you will be able to replay the hole again.

Men in Black
Levitate Code: From the Command Center, highlight and enter the "Access Codes" option. Now put in 0601. The screen will say, "Error." Press START and you'll go back to the Command Center. Begin your game and while you're standing, press and hold SELECT+Up to float into the air. While in the air, press Left or Right to move.
Acquire the Noisy Cricket Gun: After entering the fly code, press the SELECT and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that will knock you back if you stand still!
Skip Stages: Put in 2409 as a password and then begin a new game. To skip to the next level, press START to pause and then press Select.

Pokémon Gold/Silver

Duplicate Pokémon and Items: WARNING: THIS TRICK AFFECTS YOUR SAVED GAMES. USE WITH CAUTION! First, you must decide on the Pokémon and item you want to clone. At any time during the game, press START and access the "Pokémon" option. Choose the Pokémon you want to clone and make it hold and item that you also want to clone (such as a Master Ball). Next, go into a town and find a Pokémon Center. Move in front of the PC and press START. Move down the menu and access the "Save" option. After saving your game, press the A button to turn on the PC. Access Bill's PC and deposit the Pokémon you want to clone into one of the boxes. Then choose "Change Box" and move to an empty box. Press A and choose "Switch." When it asks if you want to save the game, choose "Yes." Now, this part is very important and requires precise timing. The game will tell you that there is already a save file, and it will ask you if it is OK to overwrite the file. Choose "Yes" and immediately turn off the Game Box. Be sure to turn it off before any words other than "Saving" appear on the screen, or the trick will not work. Turn the Game Box back on again. Check your party status and you should see the Pokémon you wanted to clone still in your party. Access Bill's PC and look at the box in which you deposited the Pokémon. The Pokémon and the item it was holding will be cloned inside the box, and still in your party! You can clone up to 5 Pokémon and items at one time by doing this trick.



Montezuma's Return

Unlimited Lives: ELEPHANT
Pass Through Doors: SUNSHINE

Mortal Kombat

Play as Goro: You must first complete the entire game with any character. Now wait for the credits and "The End" to appear. Press and hold Up+Left+SELECT+A until the title screen appears. Let go of all the buttons and then press START.

Mr. Nutz

The following codes are entered as passwords.
Journey Skip: NNSTTR (In the middle of a game, press and hold START, then press SELECT. You will be warped to the next journey in the level!)
Adventure Park Level: DDMMNN
Living Room Level: NNRRGG
Volcano Underpass Level: CCLLRS
Mean Streets Level: JJMPPR
Ice Scream Level: SWWTCH

NFL Blitz

From the main menu screen, choose Exhibition Mode and then pick your team. At the "Matchup" screen, press the following buttons for the code results as shown.
No Fumbles: START, START, START, START, B, B, A, A, A, Down.
Infinite Turbos: START, START, START, START, START, B, A, A, A, A, Up.
Night Game: START, START, B, B, A, A, Right.
No Pointer: START, START, START, B, B, B, A, A, A, Left.
Invisible Receiver: START, START, START, START, B, B, B, A, A, A, Up.

Pac-Man: Special Color Edition

Pac-Attack Level Codes: Press START on the title screen. Now move down and choose Pac-Attack. On the Pac-Attack title screen, move down and access Puzzle Mode. On the Puzzle Mode main menu screen, choose Password. Now you can enter any of these level codes.
Level 2: HNM
Level 3: KST
Level 4: TRT
Level 5: MYX
Level 6: KHL
Level 7: RTS
Level 8: SKB
Level 9: HNT
Level 10: SRY

Pokémon

Fight Safari Zone Pokémon: This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands there is a strip of the screen that is half land and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.
Infinite Items (Red and Blue only): First, head to Viridian City and talk to the old man who instructed you how to use Poké Balls. When he asks you, choose to watch his demonstration again. After that, immediately fly to Cinnabar Island. Choose one of your Pokémon who has the Surf Ability. Ride up and down the east coast of the island (hugging the shoreline) until you get into a battle. Eventually, you will encounter one of two glitchy Pokémon, either one with a name made up of scrambled boxes or the infamous Missingno. Whatever you do, do not catch any Pokémon that you encounter here. Repeat: Do not catch any of them! It will ruin your saved game. Run from every battle as soon as you get into one. After running from a battle with a glitch Pokémon, check your inventory. Whatever item was in the sixth slot should have a strange symbol where the quantity used to be. This usually means that you have well over 100 of that item. This trick can be done repeatedly, so you can essentially have infinite items. Now, you can have a ton of Master Balls or enough rare candy to power up all your Pokémon to level 100. Just don't power them up past that because you then run the risk of damaging your saved game.

Prince of Persia

Go to the "Continue" option and enter the following codes to jump to levels shown below. Press START after entering one of the codes to open the door.
Level 8: 70914195
Level 9: 68813685
Level 10: 01414654

Puzzle Master

Unlimited Tools: On the title screen, move down and access the "Password" option. Now put in CHEAT as your password. Now your number of Adventurer's Tools won't diminish. They will all stay at number 9.

Rampage 2: Universal Tour

On the main menu screen, highlight and enter the "Password" option, then enter one of the following codes.
Play as Lizzie: S4VRS4560.
Play as George: SM14N1230.
Play as Ralph: LVPVS7890.
Play as Myukus: NoT3T3210.

Rayman

Pause in the middle of the game and then enter one of the following codes.
99 Lives: Left, A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B.
World Map: A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A.
All Powers Available: Right, Left, Up, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A.
Gain Back Energy: B, Right, A, Up, B, Left, A, Down, B, Right.

Ready 2 Rumble Boxing

On the main menu screen, enter any of these codes while highlighting Arcade Mode.
Unlock Kemo Claw: Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.
Unlock Nat Daddy: Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.
Unlock Damien Black: Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.

Rugrats: Time Travelers

On the title screen, press Right and access the "Password" option. Now you can enter these codes for different levels in the Toy Palace.
North Wing: CQQKJFSS
East Wing: CRVWLJNG
South Wing: PLVYPFNS
West Wing: TQYBQXFS

Space Invaders

Classic Space Invaders: CLSS1281999DBM
Mars Level 46: ?WZ4VCLN4W81V?
Jupiter Level 61: RSSN3QJ78?GJMC
Saturn Level 76: WSPZMSO8N?H8NF
Uranus Level 91: CV1?QWKGJ3X8R5
Neptune Level 106: HV27RW1GN3YOR7
Pluto Level 121: MV7HRCLHS3ZSR9

Spider-Man

From the main menu, choose "Continue" and enter these passwords as shown.
Venom Conquered: GVCBF
Lizard Man Conquered: QVCLF
The Lab: G-FGN

Super Mario Bros. Deluxe

Five Extra Lives: *Note: This works only on a new game.* Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

Wacky Races

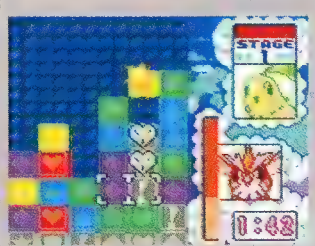
Hidden Tracks and Characters: From the main menu, highlight and enter the options. Move down to "Password," press B and put in MUTTLEY as the name, then press A .

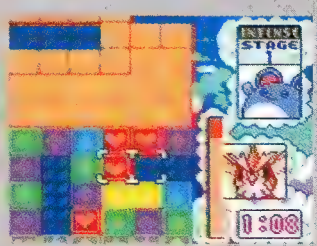
Zelda: Link's Awakening DX

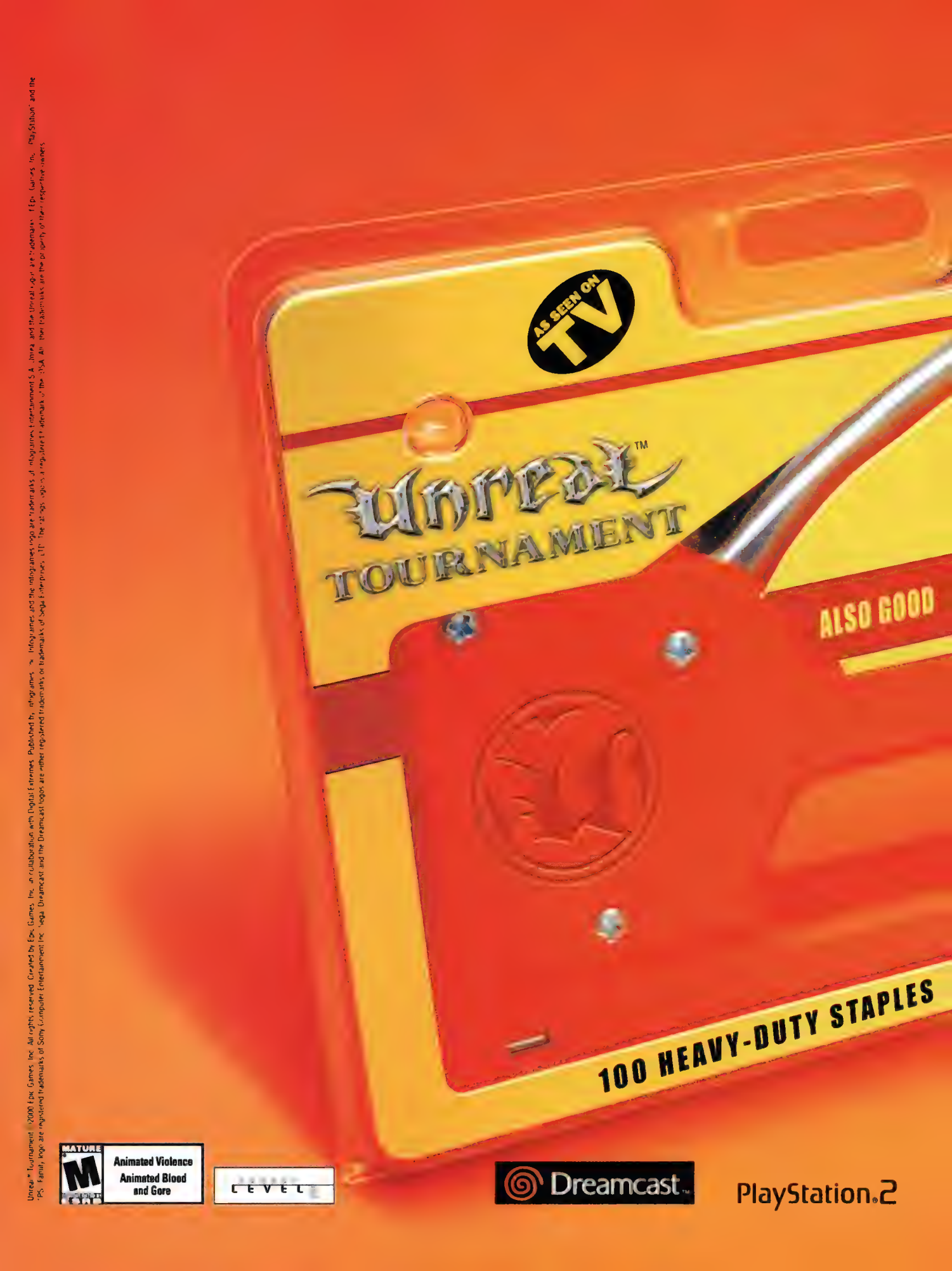
Alternate Music: To change the background music at the file selection screen, begin a new player and enter your name as ZELDA. *Note: Be sure to use capitals only.*

Pokémon Puzzle League

New Options: On the options screen, hold SELECT and press the A button. Seven new options will appear beneath the Gallery option.
Super-Hard Difficulty: Go to the 1 Player mode and choose Challenge. Highlight the Hard difficulty level and hold the SELECT button. While holding it, press A. S-Hard will appear beneath the Easy option.
Intense Difficulty: Go to the 1 Player mode and choose Challenge. While highlighting the S-Hard difficulty level, hold SELECT and press the A button. Intense will appear underneath the Normal option.







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Coming Soon

HOT TITLES ON THE GAMING HORIZON

PlayStation 2

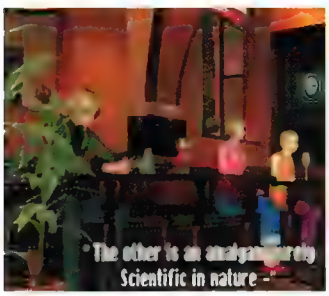
NBA Live 2001

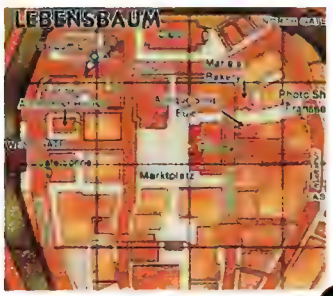
Publisher: Electronic Arts
Developer: EA Canada
Release Date: January

EA continues its transition to Sony's newest platform with the release of NBA Live 2001. Longtime fans will be pleased to know that the engine, at this early stage, is very reminiscent of Live on the PS one. Hey, if it ain't broke, why fix it, right?

The graphical details apparent in the player models are impressive, and EA nails the front-end with killer presentation and customization options. Build your franchise, trade disgruntled "thug-life" players like Gary Payton and so on. The game is a nice blend of sim and arcade, so the full range of ballers can be accommodated.

The only thing looking a little shoddy at this point is the frame rate, which seems to struggle to stay at an even 30 fps. This hampers animation and gameplay, but with a late January release date, EA has some tweak time left to hopefully fix things up.





Shadow of Destiny

Publisher: Konami
Developer: Konami
Release Date: March

What would you do if you found out that you had only one day to prevent yourself from dying? That's the quandary that has fallen upon Eike, a mysterious man who has awaken from death to find himself in the moment before he ingested poison.

Shadow of Destiny is a horror/thriller game that features a gameplay similar to Sega's Shenmue. You must guide Eike through a mystery that spans several generations, collect various items and solve puzzles before the poison in your body kills you. Sounds like fun!

Dreamcast

Sonic Adventure 2

Publisher: Sega
Developer: Sonic Team
Release Date: Spring 2001

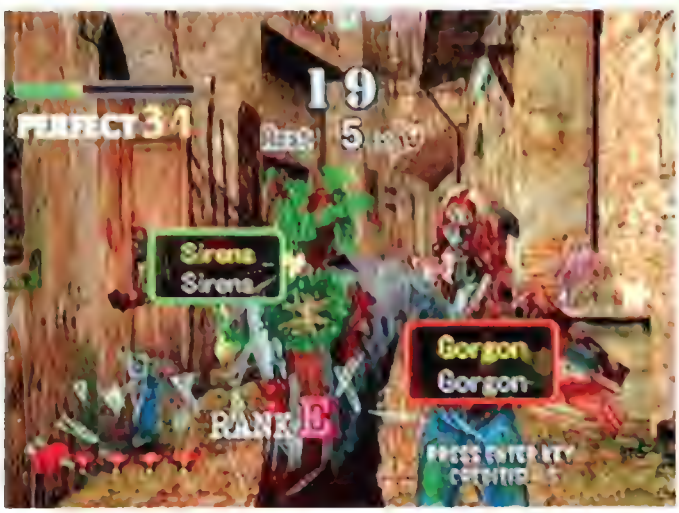
The original Sonic Adventure was one of the Dreamcast's killer titles at launch. Ever since its release, fans have been waiting for a sequel.

We recently received a one-level demo of Sonic Adventure 2 from Sega, and while it may have been too short for our tastes, it left us starving for the final game.

The level begins with Sonic surfing through a Crazy Taxi-ish city on a metal boogie board. After Sonic hops off the board, he enters a standard 3D action section that helps to introduce his new moves. Among them is a rail slide ala Jet Grind Radio.

At the level's exciting climax, an incredibly huge semi comes barreling through the city after the blue dude.

Sure, it ended way too soon, but if the rest of the game is as good as the demo, Sonic Adventure 2 will rock!



The Typing of the Dead

Publisher: Sega
Developer: Smilebit
Release Date: January

Although there have been some pretty weird games produced throughout video game history, perhaps none is weirder than Sega's latest, The Typing of the Dead.

TotD (as it's affectionately known) is essentially a rerelease of The House of the Dead 2, except that instead of using a light gun to blast the hordes of zombies, you use the Dreamcast Keyboard (note the Dreamcasts and keyboards that the "dogs of the AMS" have strapped to themselves).

While the concept is bizarre, the game is surprisingly addictive. Heck, we've been having more fun with TotD than we did with HotD2.

Is this be the start of a new trend from Sega? Here's hoping that we soon see Spreadsheet Grind Radio.

Nintendo 64

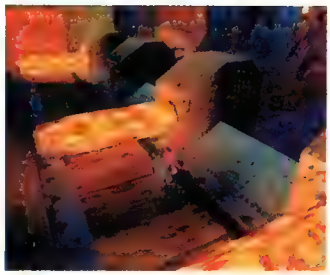
Dinosaur Planet

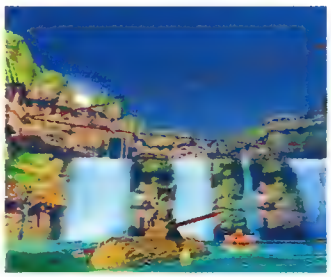
Publisher: Nintendo
Developer: Rare
Release Date: Fall 2001

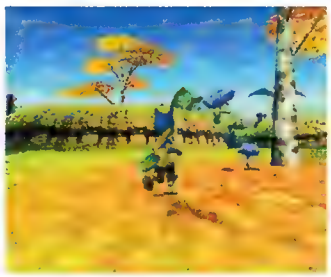
Rare's latest 3D action platformer is nearing completion and it looks to be its most impressive game yet. This 512MB game spans several worlds, including the appropriately named Dinosaur Planet. As with all Rare games, this one will boast massive worlds with cleverly hidden secrets, massive bosses and cool mini-games.

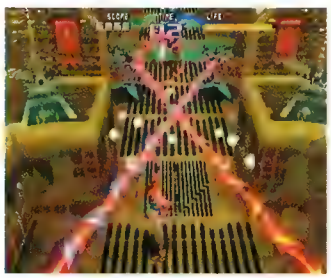
The gameplay looks to resemble one of Rare's earlier titles, Jet Force Gemini. As with JFG, Dinosaur Planet mixes a healthy dose of exploration with a relentless amount of action. One feature that is unique to this title are the dinosaur buddies who will help you solve some of the game's many puzzles.

This game may just be the N64's final swan song before the Gamecube's launch.









Sin and Punishment

Publisher: Nintendo
Developer: Treasure
Release Date: Not Available

Treasure has long been known for producing fast-paced action games with beautiful graphics and Sin and Punishment looks to be another quality title in that vein. The gameplay in SaP is a mixture between the Treasure classic Gunstar Heroes and lock-on shooting games like Gunblade. You run along the bottom of the screen, dodging enemy fire and blasting or slashing every target in sight.

Speaking of targets, the number of on-screen enemies can get insane, but it just adds to the excitement. One unusual but welcome aspect of the game is that it has a deep storyline accompanied by excellent voice acting (a not too common thing in shoot-em-ups). If you can handle the pace, Sin and Punishment will deliver all the action you could want.

Game Boy

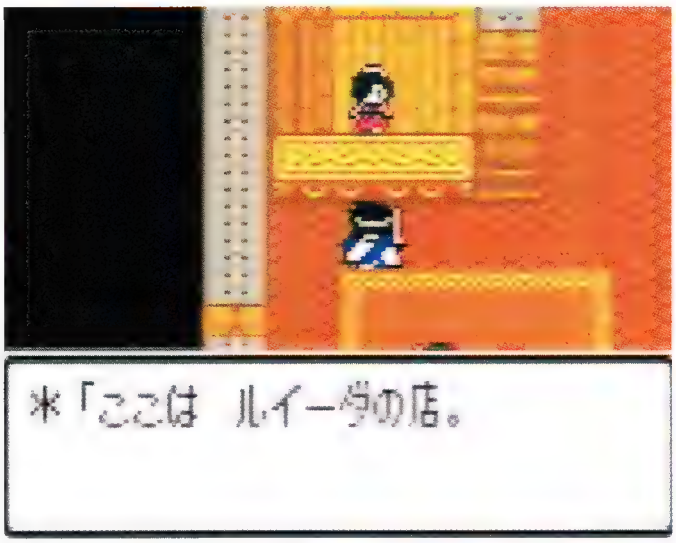
Dragon Warrior III

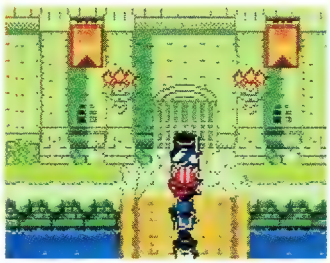
Publisher: Enix
Developer: Enix
Release Date: Summer

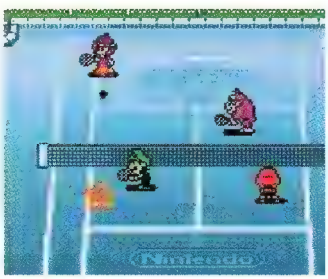
Following the success of the remake of Dragon Warrior 1+2 for Game Boy Color, Enix is releasing the remake of Dragon Warrior 3 in the US. The Dragon Warrior franchise contains some of the best selling games in history, and Dragon Warrior 3 is one of the most popular titles in the series. The story is the finale to the saga that began in the first two games.

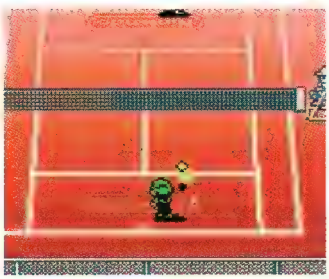
The gameplay, which was quite innovative at the time it was created, has you creating a party of characters that each have specific jobs. You can learn skills from one job and then transfer them to a new job to create a better character. The remake does have a few additions such as mini-games and an extra dungeon.

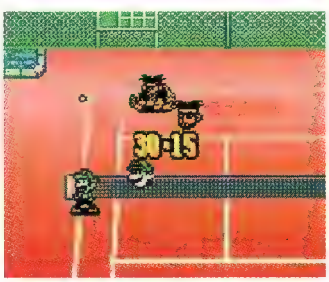
If you're a fan of the Dragon Warrior series, this little cart is worth getting.











Mario Tennis

Publisher: Nintendo
Developer: Camelot Software
Release Date: January

Mario Tennis was one of the best games for the N64 last year. The same should hold true for Mario Tennis GB, as it will almost certainly be one of the hottest handheld games of the year. Features include the usual assortment of Mario characters, mini-games to train your player, plus a link cable and Transfer Pak Support.

Like its golf cousin, Mario Tennis is translated almost flawlessly to the Game Boy Color. Control is beautifully simple and surprisingly deep. The only missing elements are some graphical flair and cool animations. But the GBC version makes up for visual shortcomings with an RPG element which adds tremendous replay value. Build a player from scratch, saunter around town talking to opponents and friends and earn the rep of "best player in the land." Camelot has another sure-fire hit here.

Game of the Month

FEBRUARY 2001

Fleein' The Fuzz For The Second Time

DRIVER 2™
THE WHEELMAN IS BACK

Although the first game wasn't revolutionary, it was classic in every sense. Driver took fast, addictive gameplay and draped it with bad guys, muscle cars and the look of the '70s. The second edition is, as you might guess, more of the same. Driver 2, however, offers much more dramatic cityscapes, some of the most entertaining cutscenes we've seen and some revved-up mission goals that are certain to set your pulse pounding. Heck, you can even get out of the car for a good run around the block or a simple car-jack. Nice. But pounding the pavement on foot is a simple novelty compared to what this game's really about—completing your missions before the "local tuffs" decide you deserve a pair of cement shoes.

Drive Smart

Shifting Weight to Avoid Obstacles

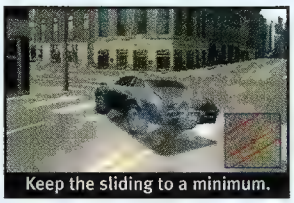
As lame as it sounds, this is one of the most important techniques to learn if you want to excel while playing Driver 2. Realistically, about 75-percent of the missions in Driver 2 revolve around you being able to make split second decisions on how to avoid obstacles. If you hit it, you fail; if you pass by it, you'll succeed. The best way to get a grasp on this technique is in the "Take a Ride" menu.

Practice making last second turns!

Rally Style Sliding/Advanced Turning

This technique remains virtually unchanged from the original Driver, and it also happens to be just as useful. To do it, you'll want to follow these steps as you enter a turn:

1. Jam on the hand brake to kick out the back end of the car.
2. As you do so, make sure to counter steer and hold the car in line.
3. If done correctly, you'll lose little or no speed while maintaining a precise turning angle.



Keep the sliding to a minimum.

Dealing with the Cops

The Tail

When you've got a tail and you need to lose it fast, heavy traffic and obstacles are your best friends. Simply weave back and forth into oncoming traffic, or go past as many sturdy obstacles as you can in hopes that your tail won't be as good of a wheelman as yourself. It's simple, and it works.

From the Front

When cops are approaching from the front, ALWAYS veer right. It takes them just a few seconds longer to get over to the right side from the far left lanes, which might just give you the time that you need to get past them.

The Roadblock

Roadblocks are a little easier to deal with in Driver 2, mainly because there is a small opening between each set of cop cars. If you can get the entry angle just right, you can actually blaze right through with little or no reduction in speed. Game on!

Learn to graze past light poles.

Squeeze through the opening!

In Pursuit

The best thing to remember when you're in pursuit of another car is that you need to keep a moderate distance between you and the car you're following. If you don't, you'll be susceptible to the good ol' fake-out technique. *(This is where the car you're following jukes one way and you take the bait. The problem is that he'll quickly turn the opposite way and lose you altogether).* Game on!

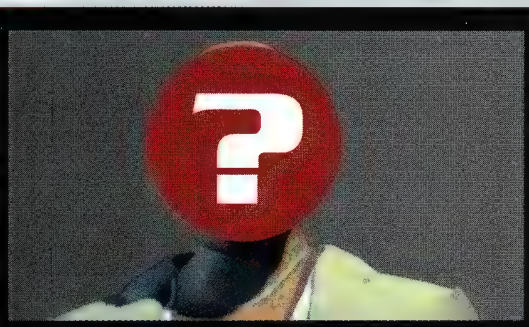
Stay back when tailing a suspect.

Who Is This Guy?

Known only as "Johnny McSwift" by his peers, this hotshot wheelman can be found racing for *pinks* in Chicago's darkest of streets. Rumor has it that he'll make a secret appearance if you cruise the back alleys of Chicago at night. It's obvious that he has connections with Pink Lenny, but what he actually does for Lenny remains a mystery.

Personal Data

Full Name: Johnathan Arthur McSwift
Date of Birth: Unknown
Height: Around 6'2"
Weight: Estimated at 175-185 lbs.
Favorite Hobbies: Fast cars and fast women
Favorite Car: 'Da Velle, of course!
Famous Quote: "I don't want no tail man... I don't want no TAIL!"



We recently caught a glimpse of Johnny making a somewhat shady transaction with this still unidentified hoodlum. *(Note: We think the box contains what stolen property from a nearby gaming publication. It supposedly houses over 200 brand new PlayStation games!)*

The Wheelman Is Back!

by Johnny McSwift
XG@ziffdavis.com

So you were one of the million and some people who enjoyed the original Driver, right? Well, while sequels are prone to the disappointment factor, Driver 2 is a second helping worth digesting.

Driver 2 follows closely in the exhaust fumes of its predecessor, but includes the requisite improvements of a sequel. This game focuses more on the shady plot of the original, with Tanner on the trail of Pink Lenny, a bloated accountant who needs a little "talking to." In any case, you'll become familiar with the tough guy storyline (betrayal, revenge) while you have a blast driving through the missions. Stay away from the fuzz and everything's good.

This game is no easy win, to be sure—you'll need a bit of luck, lots of patience and our helpful tips to survive. And remember, no tail is a good tail.

database

time to complete	20 hours
difficulty	Moderate/hard
disappointing?	I think so...
favorite car	The '69 GSX
unrealistic	Suicidal cops!
also try	Becoming a hitman
system	PlayStation
publisher	Infogrames
developer	Reflections

TEEN T CONTENT RATED BY ESRB

www.infogrames.com

Rear View Mirror:
Cool Cheats for Driver 1

Take the original Driver out for a spin, but this time do it in style. We'll help you break the law all over again with some serious cheats. Pop in Driver 1 and simply input the following codes at the main menu to activate their respective cheats within the "Cheats" menu:

Invincibility
L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1

Rear Wheel Spinning
R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1

Immunity (No Police)
L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2

Tiny Cars
R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2

Antipodean (Upside Down Streets)
R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1

Stilts (Long Suspension)
R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1

Show Credits
L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1

The Damage Meter

Sometimes, it's not the time limit or the overall difficulty of the level, but your Damage Meter that keeps you from completing a mission. Below is some info to help you better understand how the damage system in Driver 2 works.

Single Impact
A large chunk of damage will be added to both cars, depending on the speed and accuracy of the hit. Head-on collisions with cop cars give about 15-percent damage in one hit, whereas collisions with light posts only give about eight percent. Single impacts are usually great enough to throw off your steering and force you to lose control of your vehicle.

Multiple Taps / Pushing Cars
The CPU registers the very low speed "pushing of cars" as a bunch of small little hits, slowly adding one to two percent of damage per second. The same thing happens if you get caught on a guard rail. Usually, if a cop can pin you up against a wall, it's game over for ya. This method of inflicting damage is just that cheesy.

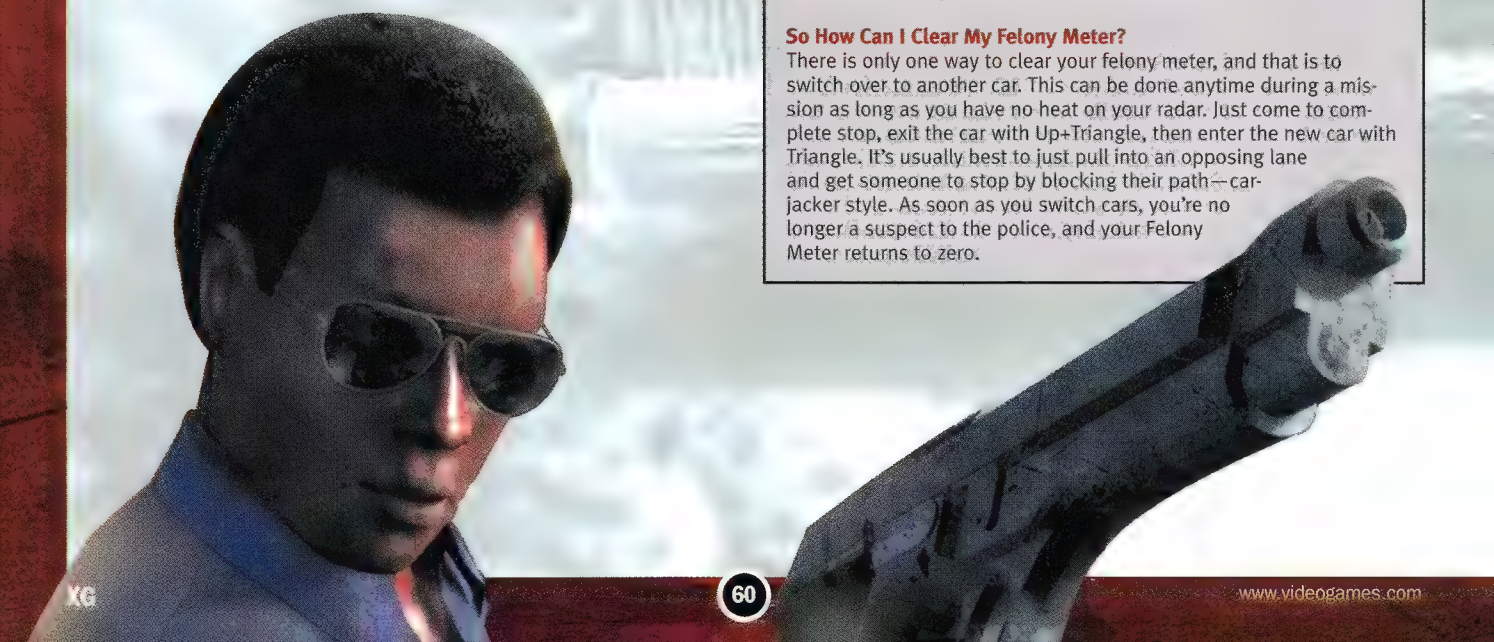
Ditch Your Car!
Remember, if your damage meter starts to climb a little too high for ya, you can always ditch your car and jack another one. This is also a very good way to clear your Felony Meter!

The Felony Meter

Hitting stuff, running red lights and smashing into cops are all easy ways to nudge up your Felony Meter. Unfortunately, a high Felony Meter is BAD. Below we'll go into more detail as to why it's bad, and how to better deal with a high meter.

What Does It Mean?
The Felony Meter is basically a direct readout of how hard the cops will pursue you. If your meter is low, the cops will stay fairly timid and won't try to set up roadblocks or smash into your car. When it gets high though (past about 30-35 percent), the cops get nutty and start pulling off the wacky kamikaze maneuvers.

So How Can I Clear My Felony Meter?
There is only one way to clear your felony meter, and that is to switch over to another car. This can be done anytime during a mission as long as you have no heat on your radar. Just come to complete stop, exit the car with Up+Triangle, then enter the new car with Triangle. It's usually best to just pull into an opposing lane and get someone to stop by blocking their path—carjacker style. As soon as you switch cars, you're no longer a suspect to the police, and your Felony Meter returns to zero.



Driver 2 Mission Chart

Use this chart to get a feel for the size of Driver 2, or to check and see how far along you are in the overall scope of things. Shown are both the name of the mission and a quick breakdown of the overall mission goal. *(Note: One interesting omission from Driver 2 is the ability to choose your path as you progress from level to level. As a result, Driver 2 is 100-percent linear unlike its predecessor, comprised of 37 levels total).*

CITY/MISSION	MISSION METHOD/GOAL	TIME LIMIT
Chicago		
Mission 1: Surveillance Tip Off	1 Drive across town and hop in Jones' car to complete the mission.	2:55
Mission 2: Chase the Witness	2 Tail the witness all the way to the train station—stay close!	1:00
Mission 3: Train Pursuit	3 Follow the train, and make sure to keep it on-screen.	2:00
Mission 4: Tailing the Drop	4 Tail the car without being detected—just watch the meter.	N/A
Mission 5: Escape to the Safe House	5 Keep it going full throttle the whole way back to your apartment.	3:40
Mission 6: Chase the Intruder	6 Follow the car to Goose Island, and don't let him get off screen.	N/A
Mission 7: Escape from the Compound	7 Escape the maze and jump the drawbridge. Just like on TV, yeah!	2:50
Mission 8: Leaving Chicago	8 Follow the tracks to the train station while avoiding the Brazilians.	3:30
Havana		
Mission 1: Follow Up the Lead	1 Tail the Brazilian without getting too close. Watch your meter.	N/A
Mission 2: Hijack the Truck	2 Smash up both the escort and the truck before time runs out.	N/A
Mission 3: Stop the Van	3 Destroy the explosives truck and watch out for bombs!	N/A
Mission 4: Find the Clue	4 Chase and destroy all FOUR marked cars to complete the mission.	7:00
Mission 5: Escape to the Ferry	5 Get to the ferry, hit the ramp and get on board. Ignore the coppers.	N/A
Mission 6: To the Docks	6 Find the fastest route to the docks. Blaze through the red arrow to win.	3:40
Mission 7: Back to Jones	7 Get to Jones' car and hop in.	2:30
Mission 8: Tail Jericho	8 Tail the car without being detected. Just watch the meter.	N/A
Mission 9: Pursue Jericho	9 Hop in the pink car and smash Jericho's car beyond repair.	N/A
Mission 10: Escape the Brazilians	10 Avoid Brazilians, then get to the safe house and close the garage door.	N/A
Las Vegas		
Mission 1: Casino Getaway	1 Pick up Caine's crew, then get to the safe house.	3:30
Mission 2: Beat the Train	2 Follow the train to the bridge and hop in the blue car.	0:45
Mission 3: Car Bomb	3 Get the car to the drop off point and run to safety.	3:00
Mission 4: Car Bomb Getaway	4 Steal the car of your choice and get to the safe house.	3:30
Mission 5: Bank Job	5 Get to Jericho quickly, and make sure to shut the garage door.	3:30
Mission 6: Steal the Ambulance	6 Smash up the ambulance, then hop in and get it to the safe house.	1:25
Mission 7: Stealth	7 Lose the police and work your way to the airport.	3:30
Mission 8: Steal the Keys	8 Smash up the car then enter it and find the keys.	4:00
Mission 9: C4 Deal	9 Lose the police and get the C4 from the car lot.	3:00
Mission 10: Destroy the Yard	10 Get to the dark grey building and plant the C4 charges on foot.	3:30
Rio		
Mission 1: Bus Crash	1 Get to Vasquez's cars and smash 'em up with your bus.	6:00
Mission 2: Steal the Cop Car	2 Steal a cop car from the police station and hide it in the lockup.	2:00 / 3:30
Mission 3: Caine's Cash	3 Stop the limo (with your lights) and get in. Get to the lockup.	2:00 / 3:00
Mission 4: Save Jones	4 Smash up the Brazilian's car to save Jones' cover.	4:00
Mission 5: Boat Jump	5 Get to the boat, place the explosives, and jump the ramp to get off!	2:50
Mission 6: Jones in Trouble	6 Shake the cops, and get to Jones' cabin (go inside).	2:50
Mission 7: Chase The Gun Man	7 Take the yellow car, and ram the hell out of Jones.	1:25
Mission 8: Lenny Escaping	8 Get to the helipad before Lenny gets away.	1:40
Mission 9: Lenny Gets Caught	9 Follow the helicopter (closely) and catch Lenny!	N/A

Chicago

Secret Area & Car!

1. If you travel to the very north side of the city, you'll stumble into Wrigleyville, which plays home to our precious little Chicago Cubbies. *(Of course, the producers of Driver 2 cleverly renamed them the Chicago "Clubs").*
2. Drive to the west side of the stadium and pull up near the ticket area. Get out of your car, and press Triangle at the booth labeled "Tickets." It will prompt you that you've found a secret area, at which point you can simply drive around to the other side of the stadium and enter the baseball field itself.
3. Once inside the stadium (and you get past the creepy fact that the fans are cheering at invisible baseball players), drive up to the stairs on the left hand side of the park. Exit your car and run up the stairs.
4. Follow the path through the crowd, up under the concession area. Eventually, you'll come to a small room with a really wicked yellow and black hot rod (which just happens to be the wicked '69 Buick GSX from the original Driver). Jump in and it's yours!
5. Save your game and you'll be able to select this car whenever you decide to "Take A Ride" in any of the available four cities.

The ticket booth is on the west side of the stadium.

You'll know you've flipped the switch when you see this.

A '69 GSX! Sweeet!

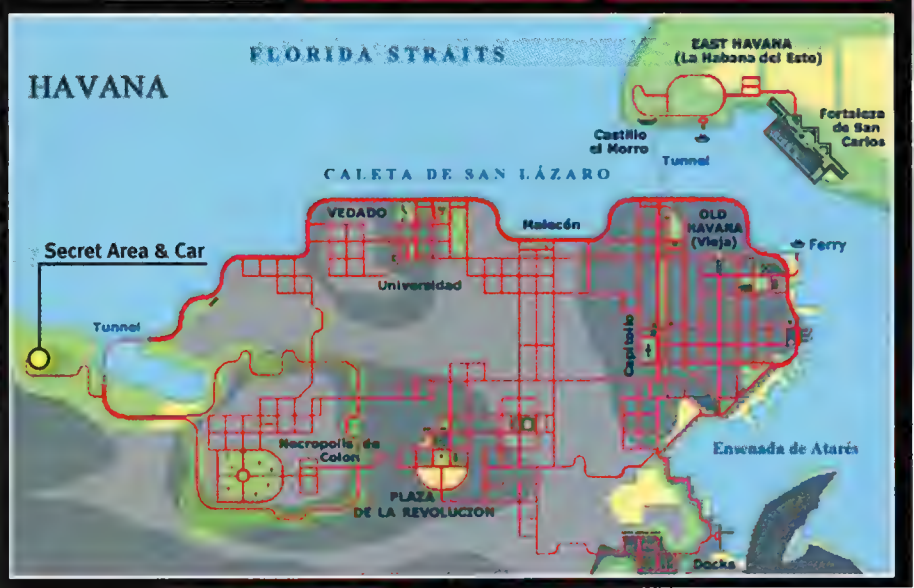
Havana

Secret Area & Car!

1. If you ride to the very western-most part of town, you'll stumble across a one-way street that leads back to a secret installation. Approach the front gate and you'll see that it's locked.
2. Get out of your car and explore the the area to your immediate right. You should see a bunch of trees, with one sticking out from the rest of them. Flip the small silver switch on the tree to unlock the front gate and gain access to the secret area.
3. Get back in your car and enter the base, following the maze that leads down the ramp. Eventually you'll end up in a room with a Mini Cooper on top of an elevator-like thingy.
4. Hop out of your car and dash to the other side of the room to flip the switch. When you do, the platform will lower and the car will be accessible.
5. Save your game, and you'll be able to select this car whenever you decide to "Take A Ride" in any of the available four cities.

Important!

The best way to gain access to ANY of the secret areas or cars in Driver 2 is to do it in the "Take A Ride" mode. This is much easier than trying to find these areas during a standard mission. Also, it's best to wait until you've completed the game before you start searching for secrets. This way, you can simply turn on Invincibility and Immunity while you race around looking for switches. *Game on!*



Las Vegas

Secret Area

(The Construction Site doesn't lead you to the secret car like the areas did in both Chicago and Havana. Instead, it's more a weird plot of land to just drive around and smash into stuff. Follow these steps and you'll be there in no time!)

1. This area can be found rather easily (see map). Bust through the fence, then proceed straight and jump the ramp that leads over the concrete barrier. Once you're over it, you've entered the secret area.

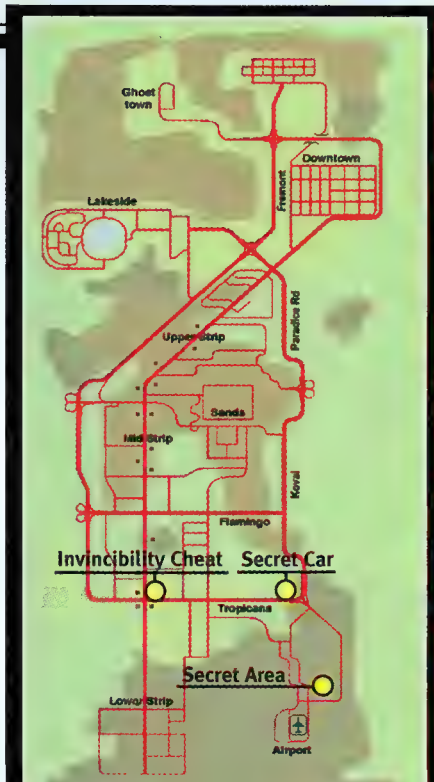
Secret Car

1. Flick the switch near the fence (see location on map) and it will open up a gate as you return to the street.
2. Hang a right on your way back from hitting the switch and you'll see the opened gate. Pass through and you'll find your new Pickup Truck. "Look, mawr, I gots me a newr pigguh truh!"

Invincibility Cheat

(The Invincibility cheat renders you immune to all forms of damage. The cops will still chase you and smash into you, but your damage meter will remain unaffected.)

1. To gain access to the Invincibility Cheat in your main menu, all you need to do is find the hidden switch located across the street from the MGM Grand Casino (see map).
2. Once you're there, hop of your car and look for the sign that says "Bingo." Go to the left of the sign and flip the switch between the two black doors—just make sure to save your game to gain access to the cheat!



Hit this ramp and you'll be lead into the secret area!

There's really not much to do in the secret area—unless you like smashing into stuff.

Invincibility switch!

Rio de Janiero

(The following hidden tracks can be accessed under your "Secrets" menu in the gameplay tab on the Driver 2 menu screen.)

Secret Track 1

1. Flick the switch near the building (see screen shot), and it will unlock a gate across the street.
2. Drive through the gate and you'll have access to the new two-player Race Track. Very cool!

Secret Track 2

1. On the western side of the city, you'll find and abandoned racetrack that you can unlock for two-player competition! Simply approach the fence and flip the switch to access this secret track.

Secret Car

1. In the northern-most part of the city, you'll find an abandoned building with a small switchpost in front of it. Flick the switch and it will open the gate on the other side of the building. Pass through and you'll find the Semi Truck!

Immunity Cheat

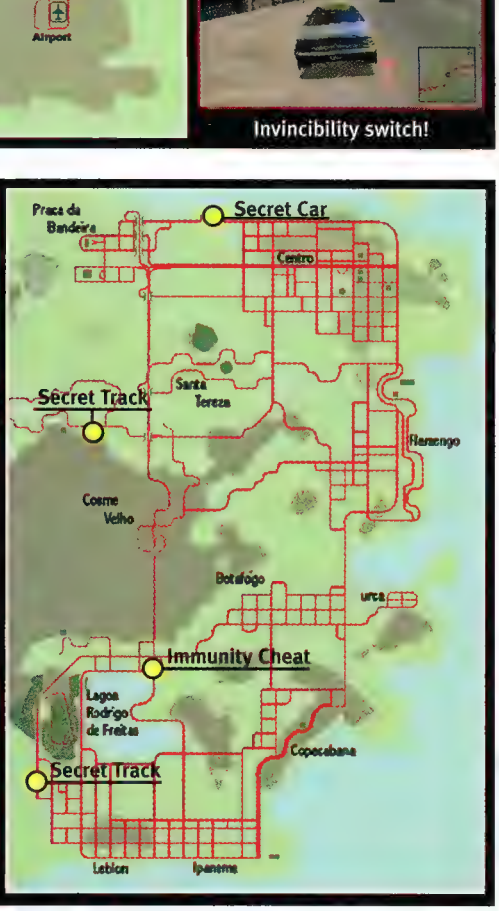
(The Immunity cheat lets you freely break the law without worrying about repercussions. The cops will NEVER chase you with this cheat enabled!)

1. Check out the screen shot in combination with the dot marker shown on the map to pinpoint the location of this switch. Once you get there, look for the grayish-colored building and get out of your car. Approach the black door and flip the switch to get the cheat.

Watch out for that pole!

Stay on target!

Watch out for cops!



Important Notes!

- Once you complete the final mission of Driver 2, you'll automatically have access to the two hidden tracks and the two cheats (Invincibility and Immunity). You'll also have access to ALL of the different cars in the game during the "Take A Ride" mode.
- There are some rumors floating around stating that there are some hidden missions in Driver 2. There are also some rumors that there is a hidden city. As of this time, we were unable to find out if this is true or false. Stay tuned to future issues of *XG* to find out if they exist!

Together at Last

by Kenneth "Slim" Miller
kenneth_miller@ziffdavis.com

You'd be hard-pressed to find someone that was more excited about Capcom vs. SNK than I when it was first announced.

As a die-hard fan of both the Street Fighter series as well as just about all of SNK's fighting games, it had long been my dream for both companies to make a fighting game together.

Well, the game wasn't exactly what I (or most other people) were expecting, but it's grown on me. The aesthetics of the game are great and the ability to unlock some of the old music really helps. The main problem with this DC version is just that unlocking the secrets takes so long. Check out our secrets section to find out how to speed that up. But for now, let's get it on.

Special Thanks To:
- www.shoryuken.com for the hold glitch
- Team Dirty Edge for the secrets list
Kagami for the usual stuff

database

time to complete: 10-15 minutes
challenge: Adjustable
best secret: Original music
looks like: School's out...
best advice: Learn to do link combos.
also try: Any KOF game
system: Dreamcast
publisher: Capcom
developer: Capcom
www.capcom.com

TEEN T CONTENT RATED BY ESRB

CAPCOM® VS. SNK™

Get Into the Groove

An idea borrowed from the King of Fighters series that's used in CvS is the ability to pick a mode (or in this case, Groove) for your characters. The Groove you pick affects how you stock and use super energy.

SNK Groove

■ In SNK Groove your super bar is used (not surprisingly) like that of the old KOF games. You will gain no super energy from simply attacking and only a very tiny amount from receiving attacks. To fill your super bar quickly, you must manually charge it up. To do this, hold down the strong punch and strong kick buttons together. You can charge at any time that you're on the ground and not in the middle of an attack or getting hit. Charging leaves you vulnerable, but you will stop instantly if you release the buttons (you can even use this as a technique to fool some players by appearing to be open while charging then pulling out a sudden attack). Once your bar is filled in SNK Groove, it will begin to empty again. You have only until the bar runs out to perform your super or you will have to charge your bar again. However, when your life bar is low and flashing red, you can use as many level 1 supers as you want without charging your bar.

■ In SNK Groove you can't perform level 2 supers at all, and you can only do level 3 supers under special conditions. To perform a level 3 (called a MAX) super, you must not only have a full super bar, but your life must be flashing red as well. At this point, performing your character's super will use up your charged super bar and automatically use the MAX version of the super.

Capcom Groove

■ In Capcom Groove, your super bar is treated very much like that of Street Fighter Alpha 2. You can stock up to three levels of super energy by attacking your opponent with normal or special attacks. You can also determine the level of your super by using a certain button to perform it. The weak attack button will perform a level 1 super; the strong attack button will perform a level 2 super; and using both attack buttons together will perform a level 3 super.

Button Layout

■ Probably the most significant difference between CvS and any Street Fighter game is that there are only four attack buttons. If you're used to Marvel vs. Capcom 2, it won't be that hard to adjust. Of course, if you're used to King of Fighters, a lot of this won't seem that strange to you anyway.

■ To compensate for the loss of two attack buttons, many of the Capcom characters' medium-strength attacks can be performed by holding back on the controls. As a result, many tried and true techniques are difficult or impossible. For instance, you can't charge down-back and throw out a Roundhouse with Blanka; you'll get a forward kick instead.

■ Some Capcom characters can't use certain strength attacks at all, no matter what direction you hold. Typically, these missing attacks are found in the arsenal of the EX version of the character.

Ratio

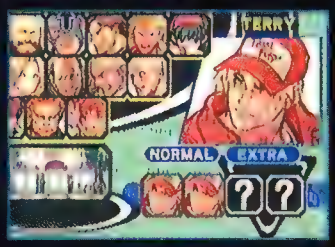
■ Capcom decided to throw a wrench into everyone's character selection via the Ratio system. Every character has a Ratio from one to four that, under normal conditions (see secrets), cannot be changed. The higher the Ratio level of a character, the higher his or her offensive and defensive strength (but the more space he or she takes up in your team).

■ Since your team of characters can only use four Ratio points, certain characters can never be on the same team. To top it off, the Ratio system doesn't balance the character as well as it should, so four Ratio 1 characters will almost always win over one Ratio 4 character. It's a very good idea to learn to play a few Ratio 1 characters so you can make a powerful team. If you don't want to play all Ratio 1, pick a team of two Ratio 1 character and one Ratio 2 for a powerful three-character team.

EX Characters

■ Every character (except the three hidden ones) has an extra or EX version. These characters can't be selected from the start; you have to unlock them (see secrets). Once you have unlocked an EX character, you can select the alternate version by holding START while you pick the character. The only exceptions are Ryu and Iori, who both have EX versions available as separate characters on the player select screen.

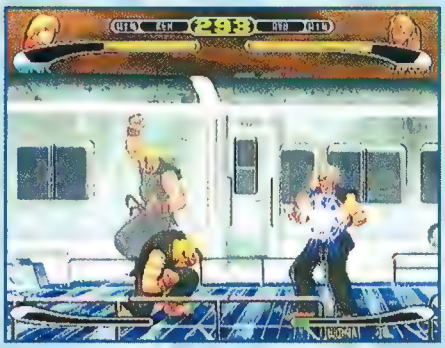
■ Most EX characters are very similar to their normal versions, but some (Ryu being the best example) are completely different fighters. As a general rule, any Street Fighter character will have an EX version that is similar to an older incarnation of that character. For instance, normal Ken has the same attacks as SF Alpha 3 (as well as one new attack) while his EX version has the same attacks as Super Street Fighter 2 Turbo. This opens up a whole new set of techniques and combos for some EX characters. Make sure to consult the in-game move list to determine the EX character's special attacks and supers.

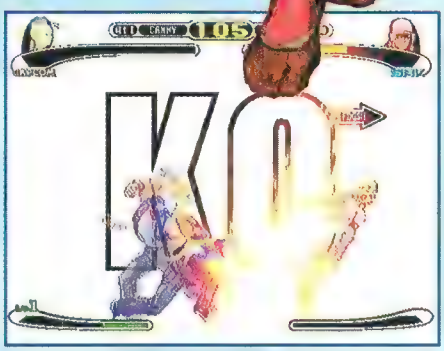


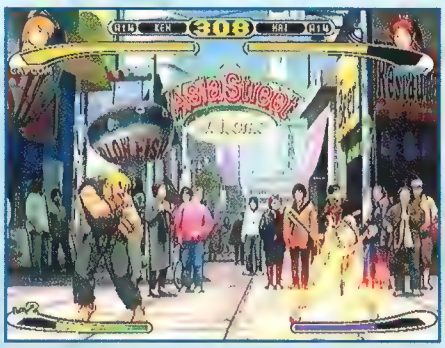
Supers

■ Anyone who's played a KOF game knows what to expect from the supers in CvS, but if you're a die-hard Street Fighter, you're in for a shock. For one thing, many SNK characters have motions to perform a super that are nothing like the typical "quarter-circle forward x 2" method of SF games. Much more importantly, the supers in CvS, like KOF, are very low priority. You can forget about using a super as a wake-up attack or short-range counter. A super will be canceled out by almost any type of attack, even if your opponent threw out the attack before you started the super. As a result, you'll only want to use a super in a combo, or if your opponent is wide open.

■ The one exception to this rule is with level 3 or MAX supers. These supers have a priority similar to that of a typical Street Fighter super and will often beat other attacks or pass straight through projectiles.







Rolling

■ Every character can perform a roll-like evasion by pressing the weak punch and weak kick buttons together. This roll can be used to pass through any attack or projectile—even a super. However, you are vulnerable for a short time at the beginning and end of a roll, so you can't use the roll on reaction. Instead, you'll need to allow a little bit of start-up room, or simply preempt your opponent's attack.

■ The roll makes most projectile traps a thing of the past since you can simply roll straight through them. You don't want to use rolls too often, though, since you can be hit or thrown as you come out of it. If you time a roll carefully, you can easily get behind your opponent for a throw or other attack. This is particularly useful for characters with a command throw like Zangief or Raiden.

■ Rolls are a good way to cover ground quickly if you are not playing with Running turned on (see secrets). You can also use the roll as a way to move forward while charging for a special attack. For example, Guile can charge back then roll forward and throw a sudden Sonic Boom. This technique allows charge characters to stay on the offensive.

Throws/Hold Glitch

■ As in the older SF games and the KOF series, throws and holds are performed by holding forward or back and pressing strong punch or strong kick.

■ You can escape from a throw by initiating your own throw attempt (do this while you are being thrown by your opponent). Unlike in most games, you can attempt to throw-escape quite a bit (in fighting game terms, that is; and that's maybe half a second) after the throw has begun.

■ There is a strange but useful glitch involving any hold-type throw (such as Blanka's bite) that hits your opponent rather than simply throwing them. If you are using Capcom Groove and you attack your opponent with a strong punch or strong kick attack (even a special move or super using strong punch or strong kick) and they block the attack, you initiate the glitch. If your next attack you is a hold, you will gain dramatically more super energy from the throw than usual. If you mash the buttons and shake the controls, you can gain even more energy. You can often gain over two levels of super from just one hold with this method. Keep in mind, only certain characters have holds that act in this way.

Groove Points

■ While you play through Arcade Mode, the game rates your performance with Groove Points. These points affect your score and are used to determine if you will fight one of the hidden characters. There are several factors that go into how many points you have but here are some of the most significant:

■ You gain several points from countering your opponent's super with an attack or countering his or her special or super with a super. You gain the largest amount of points (sometimes over 50!) from finishing a round by countering your opponent's special or super with your own super. If you're only trying to gain Groove Points, we recommend using Ryo or Yuri because of their Haoh Sho Koh Ken super.

■ You'll lose points from getting hit by attacks, especially by having your own super canceled by your opponent's attack. Just as with gaining points, you will lose the largest amount of points if you lose a round by having your super canceled by your opponent.

LEGEND

All Characters

WP: Weak Punch (Jab)
HP: Heavy Punch (Fierce)
WK: Weak Kick (Short)
HK: Heavy Kick (Roundhouse)

Capcom Characters Only

MP: Medium Punch (Strong)
MK: Medium Kick (Forward)
QCF: Quarter-circle Forward
(Corner): Opponent Must Be In the Corner
Lvl 1: Capcom Groove: Level 1 SNK Groove: Full Super Bar or Flashing Red Life Bar
Lvl 2: Capcom Groove: Level 2
Lvl 3: Capcom Groove: Level 3
MAX: (SNK Groove) Full Super Bar and Flashing Red Life Bar

And Now for the Secrets...

■ To unlock secrets in CvS, you must earn points, much like in MvC2. However, gaining the required points can take a long, long time. The easiest (honest) way to gain points is simply to leave the game on in Training Mode. You will gain 10 points for entering Training Mode and an additional 10 points for every minute you remain there. Thus, after approximately 98 minutes, you will have 999 points, the maximum you can gain with this method. Still not fast enough? If you have a Neo•Geo Pocket and Match of the Millennium, you can transfer points from that game into CvS for much faster point gains. You will have to earn the points in MotM, though.

■ Finally, the method we recommend is to simply use the Game Shark. Sure, it's a bit dishonest, but earning all those points the normal way just takes too long. You'll still have to unlock each secret yourself this way, just not earn any points. Simply use the following code for infinite points:

E607D0D8000F423F

■ There are a total of 77 secrets to buy in the Secret Shop. However, you have to carry out certain tasks just to earn the right to spend your hard-earned points on them. You fill find all the specific requirements to unlock each secret in the chart below.

#1-33 Extra Colors: Beat the game with a character to open up his or her extra colors.

#34-61 EX Characters: Beat the game with a character in their corresponding Groove to open up their EX version.

#62 Fight Akuma: Beat the game five times to open the ability to fight against Akuma. To fight Akuma, you must reach the last boss in Arcade Mode with over 85 Groove Points.

#63 Fight Morrigan: Beat the game with every Capcom character to open the ability to fight against Morrigan. To fight Morrigan, you must play Arcade Mode in Capcom Groove and you must have over 60 Groove Points and four or more super finishes by the end of the third match.

#64 Fight Nakoruru: Beat the game with every SNK character to open the ability to fight against Nakoruru. To fight Nakoruru, you must play Arcade Mode in SNK Groove and you must have over 60 Groove Points and four or more super finishes by the end of the third match.

#65-69 Hidden Stages: To unlock a hidden stage, beat the character that appears on that stage. Hidden stages include those for Geese, M. Bison, Akuma, Morrigan and Nakoruru.

#70 Secret Stage: To unlock the Secret Stage, you must play on it in Arcade Mode. The Secret Stage normally has a 1 in 256 chance of replacing Sagat's stage but the more hidden stages you have unlocked, the better your chances.

#71 Pair Match Mode: Beat Morrigan and Nakoruru in Arcade Mode.

#72 Ratio Select: Beat Akuma in Arcade Mode.

#73 Original Music: Beat Pair Match Mode once.

#74 Select Morrigan: To make Morrigan a playable character, you must beat her in Arcade Mode and buy every Capcom EX character.

#75 Select Nakoruru: To make Nakoruru a playable character, you must beat her in Arcade Mode and buy every SNK EX character.

#76 Select Akuma: To make Akuma a playable character, you must beat him in Arcade Mode and buy Original Music and Morrigan and Nakoruru

#77 Run & Dash: Buy Morrigan and Nakoruru and beat Pair Match Mode three times.

ZANGIEF'S COMBOS

- Low WK, Double Lariat
- Roll, Spinning Piledriver or Final Atomic Buster

EX ZANGIEF'S COMBOS

- Low WK, High Speed Double Lariat
- Roll, Spinning Piledriver or Final Atomic Buster

KEN'S COMBOS

- Low WK, low WP, low WK, HP Hadouken or Shoryu Reppa
- WP Shoryuken, juggle with Lvl 1 Shoryu Reppa, juggle with Lvl 2 Shoryu Reppa
- WP Shoryuken, juggle with Shippu Jinrai Kyaku
- (Corner) Jump-in HP, WP Shoryuken, juggle with Shinryuken

EX KEN'S COMBOS

- Low WK x 3, WK Kamabarai Kick
- Low WK, low HP, HK Kamabarai Kick or HK Nataotoshi Kick

IORI'S COMBOS

- Low WK, low WP, low WK, HP Deadly Flower x 3
- Low WK, low HP, Maiden Masher

EX IORI'S COMBOS

- Low WK x 2, HP Fire Ball
- Low WK x 3, Maiden Masher

MAI'S COMBOS

- Low WK, WK, Super Deadly Ninja Bees
- Jumping HK, Crimson Firebird Diver

EX MAI'S COMBOS

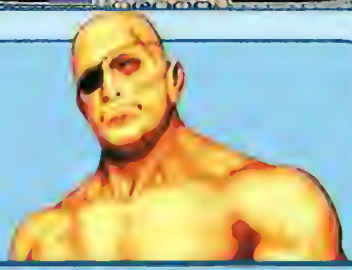
- Low WK x 3, Swan's Fandango
- Low WK, WK, Super Deadly Ninja Bees, juggle with Swan's Fandango

RYO'S COMBOS

- Low WK, low HP, HP Tiger Flame Punch or HK Lightning Legs Knockout Kick
- Low WK, low HP, Haoh Sho Koh Ken or Ryuko Ranbu

EX RYO'S COMBOS

- Low WK, low HP, HP Tiger Flame Punch or HK Lightning Legs Knockout Kick
- Low WK, low HP, Tenchi Haoken



SAGAT'S COMBOS

- Low WK, low WP, HK Tiger Crush
- Low WK, low WP, Tiger Destroyer or Tiger Raid

EX SAGAT'S COMBOS

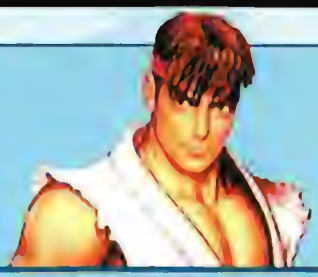
- Low WK, low WP, Tiger Uppercut
- Low WK, low WP, Tiger Cannon

SAKURA'S COMBOS

- Low WK x 3, HP Kououken, juggle with HK or Shinku Hadouken
- Low WK x 3, Haruissen or Shinku Hadouken

EX SAKURA'S COMBOS

- Low WK x 3, HP Shououken
- Low WK x 3, Shinku Hadouken or Midarezakura or Haruichiban



RYU'S COMBOS

- Low WK, low HP, HP Hadouken or Shinkuu Hadouken
- Low WK x 2, low HK, Shin Shoryuken
- WP Shoryuken, juggle with Shin Shoryuken

EX RYU'S COMBOS

- Low WK x 2, low MK, HP Hadouken
- Low WK x 3, WK Tatsumaki Senpukyaku, juggle with HP Shoryuken
- low WK x 3, HK Tatsumaki Senpukyaku, juggle with WP Shoryuken, juggle with Messatsu Goushoryu

RUGAL'S COMBOS

- Low WK x 2, Destroyer Cutter
- HP, HP Super Press, juggle with Lvl 2 Total Annihilation
- Low WK x 2, Lvl 1 Gigantic Pressure, juggle with Lvl 2 Total Annihilation

EX RUGAL'S COMBOS

- Low WK x 2, Destroyer Cutter
- Low WK x 3, Total Annihilation

KIM'S COMBOS

- Low WK x 2, HK Flying Slice (down+HK to finish)
- Low WK x 2, Phoenix Flattener
- Jumping HP, Super Phoenix Kick

EX KIM'S COMBOS

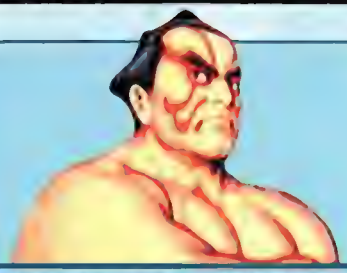
- Low WK x 3, HP Sand Blaster
- low WK x 2, Phoenix Kick Tornado, juggle with HP Sand Blaster
- Low WK x 2, Lvl 2 or MAX Phoenix Kick Tornado, juggle with Lvl 1 Phoenix Flattener

TERRY'S COMBOS

- HP (two hits), Lvl 2 or MAX Buster Wolf, juggle with Lvl 1 Power Geyser
- (Corner) HP (two hits), Lvl 1 Power Geyser, juggle with Lvl 2 Power Geyser
- (Corner) HP (two hits), Buster Wolf, juggle with HP Rising Tackle

EX TERRY'S COMBOS

- HP (two hits), WK Crack Shot
- (Corner) HP (two hits), Buster Wolf, juggle with HK Power Dunk



E.HONDA'S COMBOS

- Jump-in HP, low WK, HP Super Zutsuki
- HP, Onimusou

EX E.HONDA'S COMBOS

- Jump-in HP, low MK (one hit), HP Super Zutsuki
- Low MK (two hits), Lvl 2 or Lvl 3 Onimusou

CAMMY'S COMBOS

- Low WK x 2, Cannon Spike
- Low WK x 3, Spiral Arrow or Spin Drive Smasher

EX CAMMY'S COMBOS

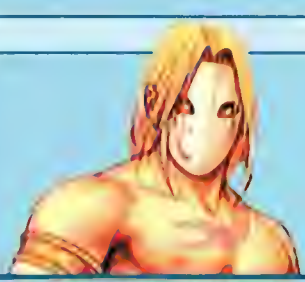
- Low WK x 2, Cannon Spike
- Low WK x 2, Reverse Shaft Breaker, juggle with Reverse Shaft Breaker

KING'S COMBOS

- Low WK, WP x 2, Tornado Kick
- (Corner) Down-forward+HK, juggle with Lvl 1 or Lvl 2 Silent Flash
- (Corner) Low HP, HK Trap Shot, juggle with Lvl 1 or Lvl 2 Silent Flash
- (Corner) HP throw, juggle with Lvl 1 or Lvl 2 Silent Flash

EX KING'S COMBOS

- Low WK x 3, HK Moshu Kyaku (if in the corner, juggle with Double Strike)
- HP throw, juggle with Double Strike
- (Corner) HP throw, juggle with WK Stepping Double Knee Kicks, juggle with Double Strike

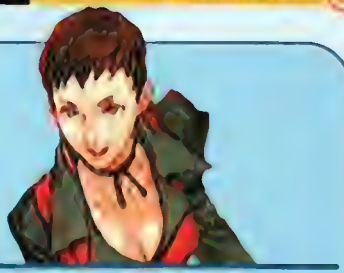


VEGA'S COMBOS

- Low WK x 2, Scarlet Terror
- Low WK x 2, Scarlet Mirage

EX VEGA'S COMBOS

- Low WK, low WP, Scarlet Terror



VICE'S COMBOS

- Low HP, Da Cide
- (Corner) HP Gore Fest, juggle with Tranquility

EX VICE'S COMBOS

- Low WP, low HP, HP Mayhem, juggle with HK Da Cide Slayer

YAMAZAKI'S COMBOS

- WP, HP, Serpent Slash (Middle)
- Low WK, low WP, Lvl 2 or Lvl 3 or MAX Guillotine

EX YAMAZAKI'S COMBOS

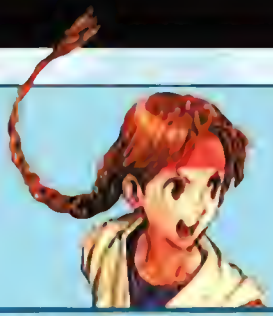
- WP, HP, Serpent Slash (Middle)
- Low HK, Lvl 2 or Lvl 3 or MAX Guillotine

KYO'S COMBOS

- Low WK x 2, low HP, qcf HP, qcf HP, HK
- Low WK, low WP, low WK, WP Fire Ball

EX KYO'S COMBOS

- Low WK x 3, HK Spinning Kick
- Low WK, low HP, WP Fire Ball
- (Corner) HK New Wave Smash (press HK again), juggle with Lvl 3 or MAX Serpent Wave (charge and release)



YURI'S COMBOS

- Low WK x 2, HP Yuri Super Upper, Double Upper
- Low WK, low HP, Haoh Sho Koh Ken or Lvl 3 or MAX Scalding Steam Blast
- Low WK, WK, low WK, WK, Lvl 3 or MAX Haoh Sho Koh Ken

EX YURI'S COMBOS

- Low WK, low HP, Haoh Sho Koh Ken
- Low WK, HP, Flying Phoenix Kick

BENIMARU'S COMBOS

- Low WK x 3, Iaido Kick
- Low WK x 2, low HK, Blast Flash
- (Corner) low HP, Blast Flash, juggle with Blast Flash

EX BENIMARU'S COMBOS

- Low WK x 3, Iaido Kick
- Low WK, HP, Lightning Fist or Blast Flash

BLANKA'S COMBOS

- Low WK, low MK, HP Rolling Attack or Lvl 2 or Lvl 3 or MAX Direct Lightning
- HP throw, juggle with Lvl 2 or Lvl 3 or MAX Direct Lightning
- (Corner) HP throw, juggle with Lvl 1 Shout of Earth, juggle with Lvl 1 Shout of Earth

EX BLANKA'S COMBOS

- Low WK x 2, back+MP, HP Rolling Attack

CHUN LI'S COMBOS

- Low WP, low WK, HK Tenshoukyaku
- (Corner) Low HP, Lvl 1 Senretsukyaku, juggle with HK Tenshoukyaku or Hazan Tenshoukyaku

EX CHUN LI'S COMBOS

- Low WP, low WK, Senretsukyaku
- Low WP, low WK, Lvl 3 or MAX Spinning Hornet Kick

GUILE'S COMBOS

- Low WK, low WP, Somersault Kick or Somersault Strike
- Low WK x 2, Total Wipeout, juggle with Somersault Strike

EX GUILE'S COMBOS

- Low WK, low WP, Somersault Kick
- Low WK, low WP, low MP, Somersault Strike

RAIDEN'S COMBOS

- Low WP x 3, WP Raiden Combination - Body Blow, Headbutt
- (Corner) Giant Bomb, juggle with Flame Breath
- (Corner) Low WP x 3, WP Raiden Combination - Body Blow, Headbutt, juggle with Lvl 2 or Lvl 3 or MAX Flame Breath

EX RAIDEN'S COMBOS

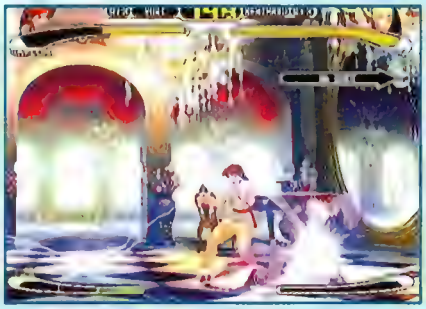
- Low WP, low HP, WP Poison Spit
- Low WP x 2, Crazy Train

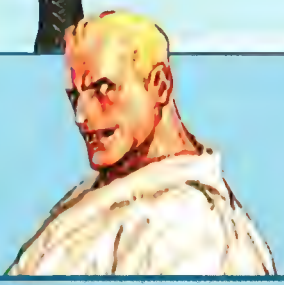
DHALSIM'S COMBOS

- Low HP, Yoga Stream
- Low HK, Yoga Volcano

EX DHALSIM'S COMBOS

- HP (one hit), WP Yoga Flame, juggle with Yoga Tempest
- HP throw, juggle with Yoga Tempest
- (Corner) HP (two hits), Yoga Tempest, juggle with Yoga Tempest





GEESE'S COMBOS

- Low WK, low WP, Double Wind Slice
- Low WK, low WP, low HK, Raising Storm
- (SNK Groove only) Low WK, HP, Deadly Rave (WP, WP, WK, WK, HP, HP, HK) into low WP x 2, low HK, Raising Storm

EX GEESE'S COMBOS

- Low WK, HP, WK Evil Shadow Smasher
- Low WK, low WP, low HK, Raising Storm

M.BISON'S COMBOS

- Low WK, low WP, Psycho Impact
- Low WK, low WP, Lvl 2 or Lvl 3 Heartbreak Despair

EX M.BISON'S COMBOS

- Low WK, low WP, Psycho Crusher
- Low WK, low WP, Psycho Crusher, Knee Press Nightmare

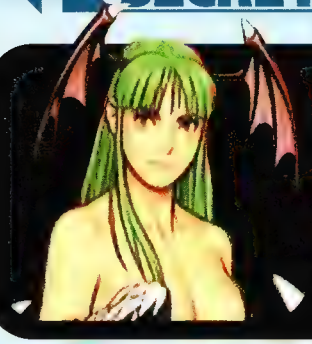
BALROG'S COMBOS

- Low WK x 2, Buffalo Headbutt
- Low WK x 2, low WP, HP Dash Straight or Crazy Buffalo or Gigaton Blow

EX BALROG'S COMBOS

- Low WK x 3, WP Dash Straight
- Low WK x 3, Crazy Buffalo

SECRET CHARACTERS



To Fight Morrigan

Beat the game with every Capcom character to open the ability to fight against Morrigan. To fight Morrigan, you must play Arcade Mode in Capcom Groove and have over 60 Groove Points and four or more super finishes by the end of the third match.

To Use Morrigan

To make Morrigan a playable character, you must beat her in arcade mode and buy every Capcom EX character.

MORRIGAN'S COMBOS

- [illegible]
- [illegible]
- [illegible]

NAKORURU'S COMBOS

- [illegible]
- [illegible]
- [illegible]

To Fight Nakoruru

Beat the game with every SNK character to open the ability to fight against Nakoruru. To fight Nakoruru, you must play Arcade Mode in SNK Groove and you must have over 60 Groove Points and four or more super finishes by the end of the third match.

To Use Nakoruru:

To make Nakoruru a playable character, you must beat her in Arcade Mode and buy every SNK EX character.

To Fight Akuma

Beat the game five times to open the ability to fight against Akuma. To fight Akuma, you must reach the last boss in Arcade Mode with over 85 Groove Points.

To Use Akuma:

To make Akuma a playable character, you must beat him in Arcade Mode and buy Original Music and Morrigan and Nakoruru

AKUMA'S COMBOS

- [illegible]
- [illegible]

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Paint the Town Green

by Phil Theobald
phil_theobald@ziffdavis.com

Man, oh man. Jet Grind Radio is one of the coolest games that I've played in a long time. It's very rare when the gameplay, music, control and artwork come together so perfectly to create such a great game.

It's a tough game, too. While the controls are pretty easy to get the hang of, the cities that you skate around in are huge. Trying to complete a level under the time limit while being chased by cops is no simple task.

This is a game that you have to stick with for a level or two before getting the hang of it. Once you do, however, you'll be pulling off tricks and spray painting with the best of them.

With any luck, Sega will sell a ton of copies and we'll see the birth of a new franchise. If there was ever a game that deserved a sequel and tons of merchandising, it's this one.

database

time to complete
challenge
coolest feature
Slim likes
best advice
also try
system
publisher
developer

EVERYONE
E
CONTENT RATED BY ESRB

Meet the GGs

• When the game begins, Beat is the only member of the GGs. However, you'll immediately be challenged by two new wannabe members, Gum and Tab.

• These are the first of several rival challenges. Complete the tasks that the rivals present to you (either duplicating tricks that they perform or defeating them at a race) and they'll join your gang.

• Gum and Tab's challenges are very simple ones meant to teach you the basics of the game. You shouldn't have any problem showing them that the GGs are a group worth joining.

• Gum's challenges will teach you how to dash, grind and spray-paint. Get used to these moves quickly, as you'll need them later in the game.

• You'll have to work slightly harder to get Tab to join you. You must jump across some platforms to fall a wall, learn how to hitch a ride on a moving car and perform a trickier grind. These techniques will give you a hint of the more complicated maneuvers that you'll learn later in the game.

• Once you've completed both challenges, you'll begin the actual game. Most of the action takes place in the three cities of Shibuya-cho, Benten-cho and Kogane-cho, with each stage taking place in a section of the whole city.

• On the map screen, you usually have the choice to play three different stages between the three cities. They can be tackled in any order that you like.

CHAPTER 1: GG

Shibuya-cho: Shibuya GG

• Although you can usually choose which level you play, you have to play this level first. This level lets you apply the skills that you learned while recruiting Gum and Tab in a "real life" situation.

• There are only 10 tags that you need to find, and none of them are hidden. To find them, just look for the big red arrows that are scattered around the level. They lovingly point to the tags that need painting.

• One important thing to learn early on is that enemies will begin coming into the level as you complete your tags. Because you are vulnerable to attack when you're spray-painting, you should paint the larger tags first to get them out of the way. In this level, your best bet is to take care of the tags on the side of the buses first.

• When you are being chased by enemies, an arrow will direct you to the best escape route (in this case, you must skate up the truck's bed and onto the upper platform). Follow the arrow and you'll see a brief cinema of your frustrated foes when you escape.

• Eventually, Captain Onishima will come after you. This guy is tough and very persistent. Don't let him get a bead on you, since he won't hesitate firing his gun. If you're quick enough, you can tag his back to slow him down. Once you clear all 10 tags, you can begin to choose your stage.

Shibuya-cho: Love Trap

• This stage is surprisingly hard for being so early in the game. Although there's not many tags to find, there's plenty of enemies roaming the stage, and that makes it very tough. You may have to play this level a few times in order to beat it.

• There's a lot of territory to cover in this level, and many of the tags are spaced far apart. If you need help locating them all, pause the game and check out the map. There will be red marks where the tags are.

• As in the last stage, you'll notice that the police will call out their normal officers and then send in the tougher Riot Police to attack you with tear gas. Throughout the game, tougher enemies will enter the level once you paint a certain number of tags. Take care of the larger tags first so you're not open to attack.

• Quite a few of the required tags are located in the playground. Unfortunately, this is also where Captain Onishima hangs out. Tag his back as soon as you get there to delay him while you tag the ground near the swings. You can grind on the rails past most of the other tags there, which will keep you from getting shot by the cranky Captain.

• When you start painting the tags down on the street, the Mobile Police will charge at you. When you hear them coming, jump out of the way to avoid getting hit. If you hit these tags after the Riot Police arrive, however, the Mobile Police won't show up. Of course, then you'll have to deal with tear gas being thrown your way.

• There is a double X-Large tag waiting for you on top of the broken overpass. You can get to the overpass by grinding up the slide in the playground or by climbing the large staircase in the aqueducts. Either way, you're going to need to bring 14 cans of spray paint with you to complete this two-part tag. Once you get to the overpass, grind up the crane or Wall Ride over the break in the overpass to get to the tag. This is a good tag to clear early on, since there will be a ton of Riot Police waiting for you on the overpass once they arrive on the scene, and it's hard to build up enough speed to grind the crane with them attacking you.

• When this level is complete, you'll be awarded a rank depending on your total score. Pull off a lot of tricks and paint the optional tags (as noted by the green arrows) to rack up bonus points. Of course, finishing the level quickly will also add to your score.

Benten-cho: Benten Boogie

• Benten Boogie is fairly small stage, but the layout of the section and its similar-looking buildings can cause a bit of confusion. Refer to the in-game map to get your bearings.

• To get all tags in this level, you must work your way up to the rooftops. There are a couple of pipes on opposite sides of the section that you can use to grind your way up to the upper level.

• The rooftops are safe from all of the police that are sent into the area. Since the upper levels will be serving as your escape route, it's smart to paint all of the tags on street level before they send in the big guns.

• There's one graffiti tag that's fairly tricky to locate. To reach it, you have to enter a building and climb the stairs inside up to the roof. The building's entrance is located on one of the side streets. Check out the picture to see where it's located. As long as you don't paint this tag last, you can grind down the long pipe next to the tag and earn a lot of points. There's even a Graffiti Soul at the end of the pipe that you can get if you jump.

• Once you finish the level, Mew will challenge you before you start the next level. Like Gum and Tab before her, just duplicate her moves in order to get her to join you. Unlike Gum and Tab, though, Mew's challenges are pretty tough. Watch her demos and try to match them. Luckily, you don't need to match the examples perfectly to beat the challenge—you just have to come close.

• Mew's third and final challenge has you jumping off a ramp and onto a rail that's connected to a large support pole. The rail then leads you through a gate and onto some train tracks. The shifting camera makes landing on the rail very hard after you jump from the ramp. To make things easier, you can pull back on your jump and land directly on the support pole. From here, you can simply jump onto the correct rail that leads out to the tracks.

Kogane-cho: Monster of Kogane

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Paint the Town Green

by Phil Theobald
phil_theobald@ziffdavis.com

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With any luck, ... sell a ton of copi... we'll see the birt... new franchise. If ... was ever a game ... deserved a sequ... tons of merchand... it's this one.

databa...

time to complete	10 ho...
challenge	Hard
coolest feature	Maki... graffi...
Slim likes	Pira...
best advice	Learn...
also try	Crazy...
system	Drea...
publisher	Sega
developer	Smil...
	www.sega.c...

EVERYONE E

Meet the GGs

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• Gum and Tab's challenges are

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Shibuya-cho: Love Trap

• This stage is surprisingly hard for being so early in the game. Although there's not many tags to find, there's plenty of enemies roaming the stage, and that makes it very tough. You may have to play this level a few times in order to beat it.

• There's a lot of territory to cover in this level, and many of the tags are spaced far apart. If you need help locating them all, pause the game and check out the map. There will be red marks where the tags are.

• As in the last stage, you'll notice that the police will call out their normal officers and then send in the tougher Riot Police to attack you with tear gas. Throughout the game, tougher enemies will enter the level once you paint a certain number of tags. Take care of the larger tags first so you're not open to attack.

• Quite a few of the required tags are located in the playground. Unfortunately, this is also where Captain Onishima hangs out. Tag his back as soon as you get there to delay him while you tag the ground near the swings. You can grind on the rails past most of the other tags there, which will keep you from getting shot by the cranky Captain.

• When you start painting the tags down on the street, the Mobile Police will charge at you. When you hear them coming, jump out of the way to avoid getting hit. If you hit these tags after the Riot Police arrive, however, the Mobile Police won't show up. Of course, then you'll have to deal with tear gas being thrown your way.

• There is a double X-Large tag waiting for you on top of the broken overpass. You can get to the overpass by grinding up the slide in the playground or by climbing the large staircase in the aqueducts. Either way, you're going to need to bring 14 cans of spray paint with you to complete this two-part tag. Once you get to the overpass, grind up the crane or Wall Ride over the break in the overpass to get to the tag. This is a good tag to clear early on, since there will be a ton of Riot Police waiting for you on the overpass once they arrive on the scene, and it's hard to build up enough speed to grind the crane with them attacking you.

• When this level is complete, you'll be awarded a rank depending on your total score. Pull off a lot of tricks and paint the optional tags (as noted by the green arrows) to rack up bonus points. Of course, finishing the level quickly will also add to your score.

Benten-cho: Benten Boogie

• Benten Boogie is fairly small stage, but the layout of the section and its similar-looking buildings can cause a bit of confusion. Refer to the in-game map to get your bearings.

• To get all tags in this level, you must work your way up to the rooftops. There are a couple of pipes on opposite sides of the section that you can use to grind your way up to the upper level.

• The rooftops are safe from all of the police that are sent into the area. Since the upper levels will be serving as your escape route, it's smart to paint all of the tags on street level before they send in the big guns.

• There's one graffiti tag that's fairly tricky to locate. To reach it, you have to enter a building and climb the stairs inside up to the roof. The building's entrance is located on one of the side streets. Check out the picture to see where it's located. As long as you don't paint this tag last, you can grind down the long pipe next to the tag and earn a lot of points. There's even a Graffiti Soul at the end of the pipe that you can get if you jump.

• Once you finish the level, Mew will challenge you before you start the next level. Like Gum and Tab before her, just duplicate her moves in order to get her to join you. Unlike Gum and Tab, though, Mew's challenges are pretty tough. Watch her demos and try to match them. Luckily, you don't need to match the examples perfectly to beat the challenge—you just have to come close.

• Mew's third and final challenge has you jumping off a ramp and onto a rail that's connected to a large support pole. The rail then leads you through a gate and onto some train tracks. The shifting camera makes landing on the rail very hard after you jump from the ramp. To make things easier, you can pull back on your jump and land directly on the support pole. From here, you can simply jump onto the correct rail that leads out to the tracks.

Kogane-cho: Monster of Kogane

• Like most of the game's stages, Monster of Kogane's layout will seem confusing the first time you play through it. You have to pay close attention to the city's design to see where you can skate.

• When you start the level, skate straight ahead to the edge of some water. Next, hop into the boat that's docked on the shore and use it to jump onto the rail that's sticking out of the water. If you grind the rail all the way around, you'll pick up two Graffiti Souls. At the end of the line, you'll end up right back where you entered the level.

• Now you can begin tagging the city. Go up the stairs near the start of the level, then cross the bridge. There's a house there, and while it may not seem like you can do so, skate into it. You'll burst through walls and doors and end up in the residential area of this stage. Once you arrive in this section of the city, you'll find plenty of tags that are just dying to be marked up by the GGs.

• The fun won't last long, however, as Captain Onishima will soon arrive with a pack of police dogs. Hopefully, you've taken care of the bigger tags first so you can quickly skate past and paint the smaller tags while you evade the dogs.

• Toward the end of the level, a police helicopter will show up. Stay far away from it—it causes a ton of damage with its attacks. However, if it flies close enough to a fence, you can hop onto the fence and grind past it. If you're close enough to the chopper at this point, you can tag its windshield. This not only scores you points, but it causes the chopper to crash, leaving you free to explore the level. As long as you're not running too low on health, you should practice taking out the chopper. These whirlybirds become a real nuisance in later levels.

• Garam will challenge you as soon as you've cleared the stage. Don't worry. The first two tasks that he has you do won't be too difficult for you at this point in the game. His third challenge, which has you performing some tricky rail grinding maneuvers, may take a couple tries to get right, but you'll get it eventually.

Kogane-cho: No.540

• No. 540 takes place on a construction site. The enemies on this level are very tough, so take out the larger tags first.

• The first tag you should go after is on a ledge near the crane. You'll land on a red rooftop where a member of Poison Jam is painting the wall. Ram him from behind to scare him off (this also makes him drop some spray paint). Take care of the two X-Large tags there before moving on.

• When enemies begin attacking you, take shelter in the warehouse at the lowest level of the stage. Not only will you be safe inside, but you'll also find quite a bit of health power-ups to heal any damage that you've taken. There's even a bunch of optional tags in there that you can paint for bonus points.

• Eventually, some helicopters will be sent in to take you out. Since this stage is relatively small, you won't have much room to dodge their missile attacks. Tag the helicopters as soon as you can to get them out of your hair.

• There are three tags located on the wall next to the large pile of junked cars. The highest of these three is tricky to reach. To get it, you'll have to dash off of the red roof and Wall Ride over to it. Right when you pass the red arrow, tag it. It may take a couple of tries, so don't give up. If you miss the other two tags on the way down, you can easily get them by Wall Riding up to them from ground level.

Kogane-cho: Kogane Circus

• Now that you've made your mark on the first two Kogane-cho stages, it's time to chase Poison Jam out of that town for good.

• This stage is very different from the others that you have played so far. The only enemies here are three members of Poison Jam. They won't attack you, so you can only get hurt if you run into them.

• To beat this stage, you have to tag each of the three Poison Jam members on their backs 10 times. Since they're constantly on the run from you, this isn't as easy as you would think.

• Chase them through the sewers, making sure to pick up cans of spray paint as you go. To keep up with them, grind on rails and perform tricks as often as you can. This will help keep your speed up.

• If you do loose track of Poison Jam, don't worry. There are a couple of spots on the map where they'll stop to catch their breath if you're not right behind them. Use these resting periods to catch up to them and tag them before they run off again.

• There's a grate on the floor of the sewers that will drop you back down to where you started the level if you fall through it. Be sure to avoid it so you don't fall too far behind Poison Jam.

• Persistence is the key to beating this level (and all following levels like it). Just keep a steady pace behind Poison Jam and be sure not to accidentally run into them.

Benten-cho: Graffiti High

• Graffiti High starts off on some side tracks that lead to the same circular area where Mew's difficult third challenge took place. Hopefully, you remember what you learned there, since you'll be using the same technique to grind up the ramp and onto the center pillar to escape from Onishima and his reinforcements.

• Most of the tags in the circular area are on billboards around the outer perimeter. You can easily grind past them on the conveniently placed rails and tag them on the go.

• There are a couple more tags in this area that require a little more work to hit. You'll have to jump off the ramp onto the center pillar from here, you'll have to grind down the rails to reach suspended platforms where the remaining tags await.

• After you've hit all the tags in this particular area, you'll notice that there are still some more tags in another area of the city that need to be taken care of—there's a whole other section to this stage, and the way to get there isn't very obvious.

• One of the rails from the center post leads directly into a billboard. You can grind the rail down to it and jump through the billboard to break it and reach the hidden area.

• An easier way to reach the billboard is to skate up the bed of the parked truck and jump directly into the billboard. If you have enough speed built up, you'll crash through the sign with no problem.

• In this new area, you'll find yourself on a small stretch of city streets. Unfortunately, you're not alone. Onishima has called in some tanks to hunt you down. There are quite a few tags scattered around this area, so be quick about painting them so you don't get hit too much by the tanks.

• If you're having trouble dodging the tanks, you may want to skate over to the city area right away and clear all the tags there before the tanks show up. After those are taken care of, head back to the circular area and paint the small, easy-to-hit tags along the perimeter.

Benten-cho: Noise Reduction

• The Noise Tanks have been terrorizing Benten-cho long enough. It's time to once again chase after your rival gang and tag three of their members 10 times on the back.

• Many of the same techniques you used in the Kogane Circus stage will work here. Constantly stay on your enemy's tail and use grinds and tricks to catch up to them.

• This level is made more difficult by the large number of stairways that the Noise Tanks will constantly climb up and down. It's pretty easy to lose them, but like Poison Jam, they will stop at a few key locations to rest. Use this chance to sneak up on them.

• If you find that the Noise Tanks are evading you even when you catch up to them during one of their rests, try skating straight at them while they're stopped. When they start skating toward you, jump over them (make sure that you're not dashing when you jump). You should sail right over them, but still be close enough to tag their backs. Immediately turn around and follow them. Continue the chase and you should be able to tag all three of the Noise Tanks before time runs out.

• After you've cleared both Noise Reduction and Kogane Circus, Yo-Yo will appear to challenge you. His challenge is different from the others that you've faced before. Instead of having to duplicate his moves, you must race him through Benten-cho and paint a small tag before he does.

• To beat him, you'll have to grind up the railroad tracks and enter the large circular area where Graffiti High took place. Race up the back of the truck to break through the sign which leads to the next area.

• Once you're on the city streets, take one of the side bridges—this will lead to the area where you were in Noise Reduction. Turn right once you enter this section and watch for a open passage underneath a bright blue sign. Skate through here to enter the area where Benten Boogie took place.

• Once you arrive at the Benten Boogie part of town, head straight for the building that you previously had to enter. Climb all the stairs inside and begin grinding down the rail that's attached to the roof.

• When you near the end of the rail, jump over the building there and land on the rail just past it. This rail will lead you to the area that you must tag. If you can do this before Yo-Yo reaches the tag, he'll join the GGs. This challenge may take a few attempts, but you'll get the edge on Yo-Yo after a few tries.

Shibuya-cho: Love Attack

• Now it's time to rid Tokyo-to of your final rival gang, the Love Shockers. Once again, you must tag the backs of three Love Shockers 10 times each to get rid of them.

• This battle takes place in the same hilly area where Tab showed you how to hitch a ride on moving vehicles. In this area, the real challenge is building up enough speed to keep up with the Love Shockers.

• If you're having trouble skating uphill, grind up on the rails along the side of the road (This will be much faster than trying to dash up). Keep in mind, though, that the Love Shockers will have just as much difficulty skating uphill as you do. If you're able to get close enough behind them as they struggle up a hill, you can tag them multiple times before they reach the top.

• Of course, the Love Shockers won't always be skating uphill. When they aren't, keep on their tail by constantly dashing towards them while jumping and performing tricks.

• Once you've taken care of the Love Shocker menace in Shibuya-cho, Combo and Cube arrive on the scene—they want to join the GGs. For a change, you have to play as these new characters before they're allowed to join instead of playing as one of the current members of the GGs.

• Cube's challenge is pretty easy. You only need to duplicate one trick, which involves grinding on some rails and then jumping up to an elevated platform. As you skate toward the first rail that you need to jump on, don't dash—doing so will cause you to gain too much speed as you grind down the rail, causing you to fly over the second rail when you jump over to it.

• Combo's challenge is much trickier—it's a race against Beat through Shibuya-cho. Unfortunately, Combo is a very slow character, so you'll have to rely on tricks and shortcuts to, uh...beat Beat to the tag at the end of the race.

• You'll have to follow beind Beat, making sure to perform tricks as you go to keep up with him and hopefully pass him. As you approach the aqueducts, there will be a rail on the left side of the screen that you can grind on. Ride the rail for a short run, then jump into the aqueduct. If you time it right, you can pull ahead of Beat by pulling off this maneuver.

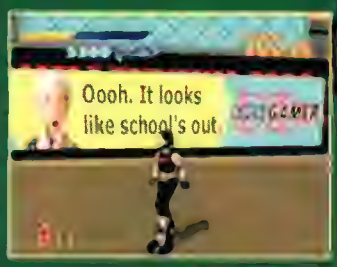
• From that point, it's simply a matter of continuing to perform tricks and grind whenever you can to keep your lead. Keep checking the map so that you know the proper route to go to reach the tag that you need to paint.

Custom Tags

Perhaps the best feature in Jet Grind Radio is the ability to create your own graffiti tags. There are two ways to customize your tags:

1. The simplest way is to use the in-game graffiti editor to draw your own. You can also type in short words here and then alter the fonts to make them look more graffiti-esque.

2. The second method requires a little more work, but you can have much nicer looking tags. Hop online with your Dreamcast and move your cursor over a JPG picture that you want to use as graffiti. Hold down the A and X buttons on your controller and you can then save the picture to your VMU. Jet Grind Radio will recognize the JPEG and you can use it as a tag.



• If you have some PC skills and a little web space, you can use a digital camera, a scanner or any drawing program to transfer any picture you want onto the web where you can then download it to your VMU for use in the game.

• When designing your own tags on the PC, keep in mind the ideal dimensions for the JPEG files (in pixels): 128 x 128 for Small tags, 256 x 128 for Large tags and 512 x 128 for X-Large tags.

• You can download the official *Expert Gamer* "It Looks Like School's Out" tag by visiting the following web site:

http://www.xboxpants.com/slim/xg/. Have fun with it!

CHAPTER 2: COMBO AND CUBE

Bantam Street: Tag or Die

• Chapter 2 is a flashback that tells the story of why Combo and Cube traveled from Grind City to Tokyo-to. During these levels, you can only play as these two characters.

• There are quite a few required tags on this level. None of them are too hard to reach, which is good considering that the enemies on this level are very tough. The cops have stopped chasing you because the mysterious Rokkaku Corporation has entered the game. The members of this mob are extremely tough and will instantly swarm you if they see you. Keep on the move constantly in order to evade them.

• To reach the tags that are up near the train tracks, you need to find a way there. On the street level, there is a building that you can enter. Inside, you'll have to skate up to the top floor. After you climb all the stairs, turn left, dash toward the windows and jump right through them. You'll crash through the building and land on the tracks. Be careful, though, the interior of the building is guarded by machine gun-toting Rokkaku.

• On the opposite side of the map from the train tracks are several tags that you'll need to Wall Ride in order to reach. You'll have to build up a lot of speed to reach them. Plenty of Rokkaku assassins hang out around here as well, so stay alert.

• As you skate through this level, note where the health power-ups are. You'll most likely be needing them quite a bit.

Grind Square: Rock 'n' Roll Grind

• The second (and final) stage of Chapter 2 is probably the hardest level yet.

• There's only one tag located on street level; the others are all high up on top of the skyscrapers. Take care of the one on the ground first, but look out for the Rokkaku grunts that are on the street.

• The map of this stage look like a giant "X." On both the left and right side of this X are two elevators that will raise you up to the tops of the buildings. From here, you can move around the rooftops and look for the easier-to-reach tags.

• A few of the tags will require you to make long jumps or tricky rail grinds to reach. This stage can be confusing with all the different rails to grind, but keep looking at your map to steer you in the right direction.

• Before too long, a couple more helicopters will show up to spoil your fun. It's a risk, but if you can use the rails to grind past them, you can tag their windshields and take them out of commission. If you're feeling gutsy, you can even jump straight at a chopper and tag it just as you're about to hit it. Just hope that there's something to land on, because it's a long way to the pavement below.

• Even if you don't go all kamikaze on the helicopters, you're bound to fall off the buildings at some point. There are some health power-ups on the top of buildings on the left side of the map as well as on top of a building at the lower center of the map.

CHAPTER 3: GOLDEN RHINOS

Shibuya-cho: Explosion

• Welcome to Chapter 3, where the enemies are tougher and the levels are bigger. Instead confining you to just one section of each city, the next three levels have you traveling through multiple sections of an entire city looking for tags!

• Hopefully, you've learned the layout of each section by now, since you'll have to know exactly where to go in order to escape from the Rokkaku and locate all the tags before time runs out.

• The Rokkaku in this level have planted bombs at various points throughout the city. If you get too close to a bomb, you'll hear it begin to tick. Once you do, get out of the way fast. If you're caught in the bomb's explosion, you'll take massive damage (and in case you haven't learned by now, this is something that you want to avoid.

• Once you paint about half the required tags, the Rokkaku Bomb Patrol moves into the city. They are tough enemies, but their leader, the Bomb Patrol General, is even tougher. Tag his back, if you get a chance, to slow him down.

• Since the Bomb Patrol is very hard to avoid once they arrive on the scene, go after the larger tags first. Leave the smaller tags so you can paint them when you're on the run.

• Remember that these last few levels are very large, so you shouldn't run back and forth between sections very much or else you may run out of time. Concentrate on one section of the city at a time and clear out all the tags there before moving on. You don't want to waste valuable time backtracking, so check your map often.

• When this level is complete, Piranha will challenge you. Her three challenges are surprisingly easy (especially after you've beaten some of these tough levels). Copy her moves, and she'll become the newest member of the GGs.

Benten-cho: Benten Burning

• As you could probably guess, Benten Burning takes place throughout the entire city of Benten-cho. There's a lot of ground to cover, so don't waste any time.

• There aren't many spray paint cans on this level, so you may want to put off painting optional tags until you've cleared most of the required ones. Most of the cans are located in the area where you had to dodge the tanks early on in the game (during the Graffiti High stage). When you start running low on paint, make a quick run back there to stock up. By using a character who can carry a lot of paint (like Cube), you can avoid frequent backtracking.

• There are a couple large enemies named Assassin #1 standing around in this level. They're very large and very strong, but luckily, they're also very slow. As long as you don't skate directly in front of them, they won't attack you. They pack a wallop, so steer clear of them if you know what's good for you.

• Later in the level, the Rokkaku will send in the Flame Thrower Patrol. Predictably, these guys are very tough. If they blast you with their flame throwers, you'll take damage and waste valuable time running around on fire. Escape to higher levels whenever you encounter them.

• As you go through this level, keep checking your map screen. If you don't stay oriented, you'll run out of time before you find all the tags.

Kogane-cho: Fight or Flight

• This is the last of the standard "find and paint a certain number of tags" levels, and it is perhaps the hardest of them all. Not only are there a lot of required tags spread all about Kogane-cho, but the enemies that appear are the toughest in the game.

• In "Fight or Flight," you'll be returning to the construction yard and the sewers, as well as the Kogane-cho residential district. One section has you skating across the rooftops in an overly-crowded residential zone. There are tags everywhere, so keep consulting your map to make sure that you've cleared them all before you move on to another section.

• A brand new enemy awaits you on the rooftops: the Rokkaku sniper. If you're skating along and you suddenly see a red beam hitting you, you know that a sniper has you in his sights. To avoid being hit by his bullet, start weaving around and jumping. If you can locate where he is quick enough, you can even skate straight for him. Reach him before he fires and you'll chase him off for good.

• After you hit a few tags, the Rokkaku Jet Pack Patrol will fly onto the scene. These backpack-wearing mobsters are the toughest enemies in the game. Fleeing to the rooftops is a good way to escape from most enemies, but with their jetpacks, the Jet Pack Patrol have no trouble following you up. Unfortunately, the Jet Pack Patrol arrive relatively early in the level, so you're going to have to dodge a lot of their attacks in order to complete this level in one piece.

• There are a lot of health power-ups in the empty warehouse that's in the construction yard. If you're running low on energy, head over there to heal yourself. To save a bit of time, keep an eye open for shortcuts between the areas. There are quite a few on this stage, so explore everywhere.

• Near the residential zone there's a large water tower (actually, according to the Japanese text written on it, it stores gas). On the back of this tower is a well-hidden tag, so don't miss it.

• After you finish this level, Slate will show up wanting to join the GGs. He's the final character that you get during normal gameplay, so make sure that you accept his challenge.

• Slate's challenge is a race through all of Kogane-cho to reach a tag that's located on the rooftop area of town. He's relatively slow, so use a fast character like Maw to beat him.

• There's one spot in the sewers where you can take advantage of a shortcut. After you enter the sewers, you'll soon come to the center area where all the grindable rails are. Slate will take the long way around to get to the other side, but if you quickly grind the rail shown in the picture and jump over the water, you can gain a healthy lead.

Create-A-Tag Contest

• Got a cool tag that you want to share with the world? If so, enter *Expert Gamer*'s Create-A-Tag Contest.

• Use your computer to create the coolest graffiti art that you can, then e-mail it to us. We'll choose our favorites, and the winners will have their art shown off in a future issue—we'll also place the winners on the *Expert Gamer* Official Art web page.

• There will be two categories for the contest: *Expert Gamer*-related art and non-*Expert Gamer* related art. The editors of *XG* will pick winners from both of these categories in each of the three tag sizes in Jet Grind Radio: Small, Large and X-Large.

• E-mail your entries to phil_theobald@ziffdavis.com with the subject line "Jet Grind Radio Contest." Also mention the size of your tag in the subject line (Small, Large or X-Large).

• Remember to send your artwork in JPEG format and make sure that it conforms to the following pixel dimensions:

Small Tags: 128 x 128
Large Tags: 256 x 128
X-Large Tags: 512 x 128

• Entries will be accepted until 02/10/2001. After that date, the editors of XG will select the best tags of the bunch and show the winners in a future issue, and our special Jet Grind Radio artwork web site (http://www.raverpants.com/slam/xg).

• Please don't send any copyrighted material. Also, don't make your tag obscene; we want to be able to share your work with the world. Good luck!

Benten-cho: Behind the Mask

• Now that you've completed all the normal stages, Poison Jam has returned under the control of the Rokkaku Corporation. You'll have to tag three Poison Jam members on the back 10 times each to move on to the final level.

• Since you've survived the last three levels, this stage should seem pretty easy by comparison. You'll be chasing Poison Jam through the same area that you were in during the Benten Boogie level.

• Poison Jam tends to grind along the telephone lines around town as well as skate across the rooftops. It can somewhat difficult to keep up with them here, but keep pulling off tricks and you shouldn't fall too far behind.

• When Poison Jam drops down to the streets, you should be able to catch up with them. Since this area is very cramped, there's not much room to maneuver on the streets. You can often get right behind the PJs and tag them multiple times before they pull ahead of you.

Final Groove

• As you can infer from this stage's name, it's the final level of the game. The final boss is Goji Rokkaku, and it's going to take a little work to defeat him.

• As the level starts, you find yourself on a giant turntable. The table is constantly rotating, so you'll have to adjust your skating speed to compensate.

• Skate around the large record and stock up on paint cans. Before you can attack Goji, you must first paint four tags on each of the four branches from the center of the turntable.

• Two of the branches contain moving gears. Since these are the harder branches to navigate, tackle them first. Time your jumps so that you land on the gears when a flat side rotates towards you. Jump from gear to gear and ride them over until you reach the suspended platform.

• Once on the platform, begin painting the X-Large tag. As you paint, a giant golden rhino will appear. When you see it open its mouth, stop painting and move out of the way to avoid its fire breath. Once the fire stops, rush back and finish the tag.

• Whenever you complete a tag, the platform that it was on falls. As soon as you finish painting, quickly turn around and rush back over the gears until you reach the safety of the turntable.

• You'll notice that every time you complete a tag, the turntable spins faster. The extra force of the spinning record can mess up your jumps, so be careful.

• After you ride both sets of gears and clear the tags just past them, there are two more tags that you'll have to get. The platforms where these tags are must be reached by grinding over some long pipes. This shouldn't be much of a problem to do.

• Once again, the Golden Rhinos will attack with fire. Continue to dodge the flames and grind back over to the turntable once the tag has been painted.

• When all four tags have been taken care of, the Golden Rhino explodes and scatters pieces all across the turntable. Be careful not to dash into the debris or you'll take damage.

• To defeat Goji, you need to grind up on of the two metal bars that are propped up against his DJ booth in the center of the turntable. It's very difficult to build up enough speed on the rotating turntable to grind all the way up to him.

• Build up more speed for the grind by dashing towards the pole in the same direction that the turntable is spinning.

• It will probably take you quite a few tries, but you should be able to grind all the way up the pole.

• Once you reach the top of the pole, tag the top of Goji's head to defeat him.

Secret Characters

There are five secret characters to unlock in Jet Grind Radio. The only catch is, you have to perform exceptionally well in order to unlock them. Here's how to earn them:

Love Shockers: Earn a Jet Ranking on the first three Shibuya-cho stages.

Noise Tank: Earn a Jet Ranking on the first three Benten-cho stages.

Poison Jam: Earn a Jet Ranking on the first three Kogane-cho stages.

Goji Rokkaku: Unlock Love Shockers, Noise Tank and Poison Jam, then earn a Jet Ranking on both stages in Chapter 2.

Potts: To unlock the GG's pet dog, you must first unlock all the other secret characters and beat the game. Be sure to save the game after the end credits roll. Start a new game from the saved game and play through Chapter 1, making sure to beat the Master of Kogane stage before playing the Benten Boogie stage. Potts will be dognapped, but once you complete Chapter 2, a Noise Tank will challenge you. Win the challenge and Potts will be playable.

Graffiti Souls

You know that weird, yellow symbol that appears in the screen whenever the game is loading? That symbol is called a "Graffiti Soul." Graffiti Souls are scattered throughout each level, and collecting them adds to the library of tags that you are able to paint. You can change what designs you paint by accessing the Graffiti option inside the GG's garage.

Some of the Graffiti Souls are very easy to find, while others are tucked well away. Still others are in plain view, but can only be accessed by pulling off an elaborate stunt or jump.

In addition to the Graffiti Souls, you'll also receive new tags every time you recruit a new character. The list below shows you just how you can get all 102 graffiti tags.

Small Tags

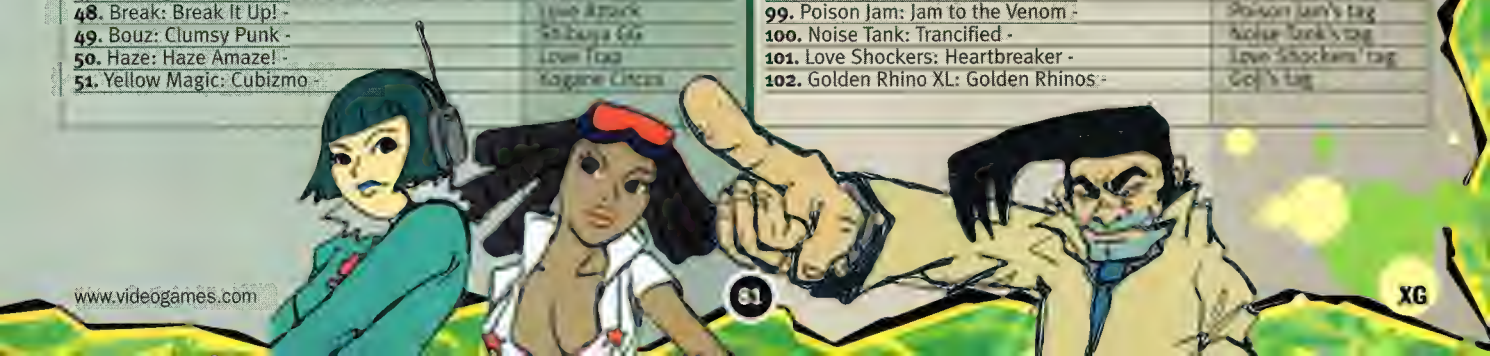
Tag Names	Where Found
1. Beat: Beat the Clock -	Beat's tag
2. Gum: Pop! -	Gum's tag
3. Tab: Tab Me -	Tab's tag
4. Combo: Don't Push It, Kid! -	Combo's tag
5. Piranha: Beware My Bite! -	Piranha's tag
6. Garam: Freaky Deaky -	Garam's tag
7. Mew: Purr Like a Kitten, Fight Like a Tiger! -	Mew's tag
8. Cube: Fear Me -	Cube's tag
9. Yo-Yo: Yo Yo, Baby! -	Yo-Yo's tag
10. Slate: Ya Gotta Cheat to Solve Puzzles -	Slate's tag
11. Ryu: Ryu 2? -	Shibuya-GO
12. Dragon: Dragon Crew Who Are You? -	Love Attack
13. Anti-Tag: Watch Out! -	Love Tag
14. Edge: Edge You Out -	Love Attack
15. Sick Puppy: How Much is That Mutt in the Window? -	Shibuya-GO
16. Haze: Hazey Daze -	Love Tag
17. Ryu: Ryo Baby -	No. 540
18. Happer: Break It! -	Monster of Kogane
19. Plug: Plug Your Hole! -	Kogane Circus
20. Slide: Watch Yer Back -	Monster of Kogane
21. Nuts: Buck-Nutty! -	No. 540
22. Bamboo: It's Epidemic -	Monster of Kogane
23. Reco: Record Fanatic -	Noise Reduction
24. EOC: Every Other Caption -	Benten Boogie
25. Chupa Chupop!: Be Bop -	Graffiti High
26. The Fool: Skate Puppet -	Benten Boogie
27. Haze: All Across the Globe -	Benten Boogie
28. Jurassic -: The World Famous Beat Junkies -	Tag or Die
29. Mix Master Mike: MIXMASTERMIKE -	Tag or Die
30. Rob Zombie: House of 1000 Corpses -	Rock 'n' Roll Grind
31. Poison Jam: Land of Monsters -	Poison Jam's tag
32. Noise Tank: It's a Wonderful Chemical World -	Noise Tank's tag
33. Love Shockers: What a Shock! -	Love Shockers' tag
34. Golden Rhino 5: Golden Rhinos -	Gol's tag

Large Tags

Tag Names	Where Found
35. Beat: Beat This -	Beat's tag
36. Gum: Minty Cool Flavor -	Gum's tag
37. Tab: Pull the Tab -	Tab's tag
38. Combo: Watch My Moves -	Combo's tag
39. Piranha: Sharpest Teeth -	Piranha's tag
40. Garam: Man with a Plan! -	Garam's tag
41. Mew: Sweeter Than Sugar -	Mew's tag
42. Cube: Tougher Than You -	Cube's tag
43. Yo-Yo: Yo! 3D -	Yo-Yo's tag
44. Slate: Blue Slate -	Slate's tag
45. Black Donut: Think Way Outta Box -	Shibuya-GO
46. Ill Writer: Spray Me -	Love Attack
47. Melting Pot: Home of the Brave -	Love Tag
48. Break: Break It Up! -	Love Attack
49. Bouz: Clumsy Punk -	Shibuya-GO
50. Haze: Haze Amaze! -	Love Tag
51. Yellow Magic: Cubizmo -	Kogane Circus
52. Ebisu Pin: Ride the Wave -	Monster of Kogane
53. Cheap: Cheap and Street -	Fight or Flight
54. Muddy: Muddy Waters Drown No Soul -	No. 540
55. Haze: Haze Craze -	Monster of Kogane
56. Sea Cat: Meow! -	Benten Boogie
57. Compile: Hunt and Gather -	Graffiti High
58. Ya-Man: Chill Out -	Graffiti High
59. Graffiti Terrorist: Make Your Mark -	Graffiti High
60. Jo: Smooth as Silk... -	Noise Reduction
61. Haze: Gaze at the Haze -	Noise Reduction
62. Jurassic-5: Rockin' the Decks With Original Beats -	Tag or Die
63. Mix Master Mike: Funky Hip-Hop Scratching -	Tag or Die
64. Rob Zombie: Call of the Zombie -	Rock 'n' Roll Grind
65. Poison Jam: Rip You to Shreds -	Poison Jam's tag
66. Noise Tank: Noise Destroys -	Noise Tank's tag
67. Love Shockers: Shock to the System! -	Love Shockers' tag
68. Golden Rhino L: Golden Rhinos -	Gol's tag

X-Large Tags

Tag Names	Where Found
69. Kabuki Jam: Theater of Sound -	Beat's tag
70. Edge: Off the Edge! -	Gum's tag
71. Monkey Business: Don't Monkey Around! -	Tab's tag
72. Breaker: Breaker Breaker! -	Combo's tag
73. Cub Writer: Goof-off! -	Piranha's tag
74. Tokyo Underground: Let's Play Ball! -	Garam's tag
75. Music: Music Lover -	Mew's tag
76. Grim Reaper: Sick Town -	Cube's tag
77. Vandalism: Spirit of the Art -	Yo-Yo's tag
78. W.S.W.: Wild Style Wars! -	Slate's tag
79. Crazy Crew: Psycho Colors! -	Shibuya-GO
80. Bomb Master: You da Bomb! -	Love Tag
81. Sound Crush: Mix It Up -	Love Tag
82. Saru: A Head of the Crowd -	Love Attack
83. B Bose: Pray for Rain -	Love Tag
84. Monkey Magic: Funky Monkey -	Kogane Circus
85. Karate Chop!: Hi-yaaa! -	Monster of Kogane
86. Hara Kiri: Fatal Regrets -	No. 540
87. Mad Banana: Return of the Super Ape! -	Monster of Kogane
88. Twosome: Slapstick Duo -	Monster of Kogane
89. Lil' Devils: Devil May Care -	Fight or Flight
90. Takara: Reaching Out -	Benten Boogie
91. Dragon: Year of the Dragon -	Graffiti High
92. Quiet Dub: Go to Sleep -	Graffiti High
93. Japan Crew: Hip Hop Festival -	Graffiti High
94. Jet Guy: Pull My Finger -	Noise Reduction
95. Haze: Purple Haze -	Noise Reduction
96. Jurassic-5: Jurassic 5 Quality Control -	Tag or Die
97. Mix Master Mike: Eye of the Cyklops -	Rock 'n' Roll Grind
98. Rob Zombie: American Made Music to Strip By -	Rock 'n' Roll Grind
99. Poison Jam: Jam to the Venom -	Poison Jam's tag
100. Noise Tank: Trancified -	Noise Tank's tag
101. Love Shockers: Heartbreaker -	Love Shockers' tag
102. Golden Rhino XL: Golden Rhinos -	Gol's tag



Keep Your Eyes Peeled!

by Andrew Baran
andy_baran@ziffdavis.com

3D platforming has never been this good! Rare has outdone itself with this cart, which is without a doubt the greatest scavenger hunt around.

Unless you use this guide, you'll go absolutely mad looking for all the items on each level. To make things even more insane, you will not be able to find everything in a level during your first time through it. As you progress, you'll pick up new skills that will help you seek out those frustrating treasures that are tantalizingly out of reach.

The most important thing is to keep your eyes open and your ears peeled. Sometimes the clues for the items you are looking for are subtle. For example, a simple call of a Jinjo can be easily missed in the hurry to explore more of a level. Don't worry, though. If you get stuck, this guide will help you find what you need.

database

time to complete	30+ hours
challenge	Moderate
best move	Sack Pack
best character	Banjo
best advice	Learn to be observant at all times.
also try	Banjo-Kazooie
system	N64
publisher	Nintendo
developer	Rare

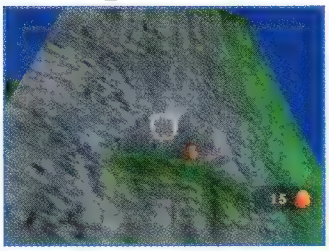
www.nintendo.com

EVERYONE E CONTENT RATED BY ESRB

BANJO-TOOIE™

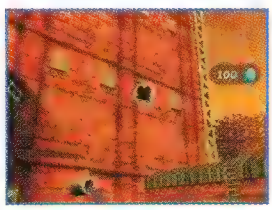
Life Saving Techniques

Preventing Fall Damage: As long as you have Kazooie on your back, you can do the equivalent of a double jump. If you jump and fall a long distance, trigger the second jump near the ground and you'll slow your descent. Keep in mind that after Banjo yells loudly when he falls, you'll lose your chance. If you learn the timing, you'll keep yourself from dying multiple needless deaths.



Cheating with Clockwork Kazooie Eggs: This little robotic (and explosive...) chick can collect items—just throw a Clockwork Kazooie Egg to call it up. If you are having a hard time reaching a Jinjo or other tough-to-reach item, toss an egg. Remember that the eggs will explode if they're exposed to water or thrown too far. Still, these eggs are the best addition to Banjo-Tooie. They make things easy.

Don't Be Fooled: Minjos (mean Jinjos) start appearing in the later levels. Instead of eagerly awaiting you to take them home, these vile critters will attack you! To be on the safe side, shoot a Grenade Egg at any questionable Jinjo. If he is a real Jinjo, the shot will pass right through him without incident. If he is a Minjo instead, he'll be blasted apart. Be warned: Minjos respawn after about a minute.

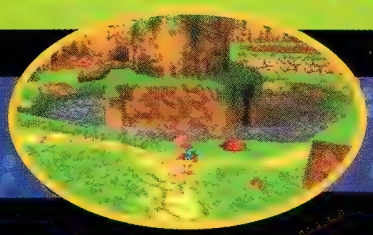


Look Around: While the Up-C button is used primarily for aiming your eggs to shoot, you can also use it to look around. This is particularly important because most of the secrets are positioned just out of view. If you look around each room when you first enter it, you'll have a better grasp as to what you have to do.

Keep to the Sides: Various areas of the game have terrain that will hurt you if you step in it. However, if you keep to the sides of the level where the walls meet ground, most of the time you will not be harmed (this is particularly important when you fall far from a safe platform).

Play It Again, Sam: As you progress through the game a new option will appear in the main menu screen. After you have defeated your first boss or completed your first mini-game a VCR will appear just to the right of the TV. By selecting this device, you will be able to replay any cinemas, bosses or mini-games that you've already seen. This way you won't have to play through the game a second time to test your skills on a certain game. Most players forget about this option.

Spiral Mountain



Getting Back in Shape: This area is all that remains of the first game. It looks a little worse for wear but all the old landmarks are where you remember them. Use this area to get used to the controls. There are also three important things hidden here that over-enthusiastic players are likely to miss. Take the time to explore this area and you'll be better prepared.

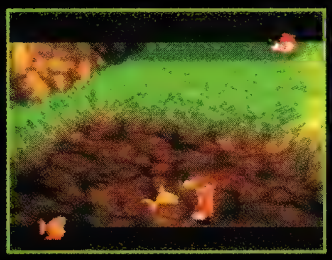
Jinjos

The base of the waterfall has a section you must Talon Torpedo. Behind the barrier is this easy-to-miss Jinjo.

Cheato Pages

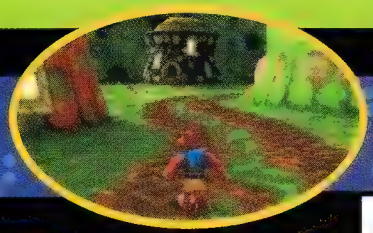
High-up Cave: You'll need to fly up to a cave that's found just to the left of Gruntilda's Lair. Use the nearby Shock Jump Pad.

Fish Out of Water



Help the Goldfish: The first thing you'll come to in this game is a shaking boulder with someone trapped underneath. Later on, you'll want to come here after you've learned the Bill Drill move. When you drill the boulder away, you'll see a flopping goldfish. If you return the fish to the Spiral Mountain waters, he'll reward you with a faster swimming technique and more bubbles so you can swim underwater longer.

Isle O' Hags



The Hub World: The Isle o' Hags is the world to which all of the others connect. You will frequently travel to each place using the Warp Silos which can transport you to the destination of your choice. To open up the basic worlds, you must collect enough Jiggy pieces to be able to play Jiggywiggy's game. You will be able to progress further as you earn new abilities.

Jiggys

Jiggy 1: King Jingaling's Gift
When you meet the King.

Jiggy 2: White Jinjo's Gift
Collect one White Jinjo.

Jiggy 3: Orange Jinjo's Gift
Collect both of the Orange Jinjos.

Jiggy 4: Yellow Jinjo's Gift
Collect all three of the Yellow Jinjos.

Jiggy 5: Brown Jinjo's Gift
Collect all four of the Brown Jinjos.

Jiggy 6: Green Jinjo's Gift
Collect all five of the Green Jinjos.

Jiggy 7: Red Jinjo's Gift
Collect all six of the Red Jinjos.

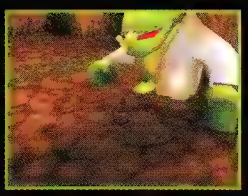
Jiggy 8: Blue Jinjo's Gift
Collect all seven of the Blue Jinjos.

Jiggy 9: Purple Jinjo's Gift
Collect all eight of the Purple Jinjos.

Jiggy 10: Black Jinjo's Gift
Collect all nine of the Black Jinjos.

Klungo

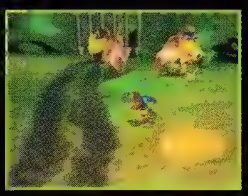
Mindless Minion: Grunty's old minion has returned. This time around, he's got a series of potions that he'll use to combat you. When he drinks a potion and grows, you'll have a chance to attack him with Kazooie's beak. When Klungo recovers, dodge the vials he throws. Hit him three times and this mini-boss will run off like a scared little girl.



Attack Klungo when he grows to a giant size.

Klungo Again!

The Idiot Returns: As soon as you head out of Pine Grove to Cliff Top, you will get ambushed by Klungo. He attacks just like before; however, instead of growing large, he'll split mirror images of himself. If you can hit the real Klungo three times, he'll run away. Look for where the images split off from the main body to improve your chances.



Klungo will split up into different images.

Jinjos

- Head to the Wooded Hollow and explore the tunnel found just to the left of Jiggywiggy's Temple.
- You will find this little guy hidden underneath a boulder in the Plateau section. You will need to use a Bill Drill to reach him.
- You will need to run up the wall in the Cliff Tops next to the Jolly Roger's Lagoon entrance. Use the nearby Claw Climber Boots.
- In the Wasteland area, you will fid this Jinjo standing next to a Minjo atop one of the cliffs.

Honeycombs

Honey B's Beesnest: Look for a honeycomb behind the giant bee's nest. With this honeycomb in hand, head inside and exchange it for some life.

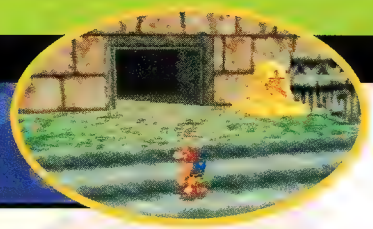
Glowbos

Atop the Hailfire Peaks Entrance: You will find a Glowbo hidden atop the Hailfire Peaks building. Look for a vine to climb up on.

Jamjars Spot

Fire Eggs: Right by Honey B's bee's nest in the Plateau you will find Jamjars' Silo. Now you will be able to launch fiery eggs!
Grenade Eggs: Look for this silo in Pine Grove right by the entrance to Witchyworld. You now have explosive eggs!
Ice Eggs: As soon as you enter the Cliff Top you should see Jamjar's silo right in front of you. Now you can launch freezing eggs.
Clockwork Kazooie Eggs: Look for this silo in the Wasteland. You can control these eggs and use them to blow up things or collect items.

Mayahem Temple

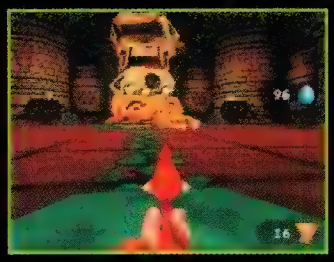


The Search Begins: The first true level is fairly simple. While diligent players will want to complete it in its entirety, it is actually impossible to do so right away. Later on, you will need to come back to collect some of the items. If you get frustrated, simply move on and eventually you will find what you need to help you solve the puzzles. Things only get tougher here on out.

Targitzan

Boss Strategy: Targitzan will spin around the center of the Sacred Chamber firing out darts. Dodge the projectiles and launch your eggs at the targets on each side.

After you blow away each section of this boss, a host of guards will swarm into the room. At this time, you will not be able to harm the boss. With all of the guards out of the way, the targets will come back. As the boss nears his inevitable doom, he will start to spin faster and faster. Since Targitzan is one of the first bosses in the game, he'll be a snap to beat. The last henchmen of every group will always have a honeycomb that will restore you.



Aim for the targets on Targitzan's body as he spins.

Mumbo's Magic

Summon Golden Goliath: Mumbo's magic will power up the giant gold statue that is ominously placed in the middle of the level. The statue's massive form will allow you to wade through enemies without batting an eye. You will also be able to break those giant stone doors that block the way further into the level. If the Golden Goliath's magic runs out, simply have Mumbo cast his spell another time.

Wumba's Magic

Stony Transformation: Wumba's magic will transform Banjo into a Stony. You'll find these peculiar beings around the entrance to the kickball colosseum. They have their own unique language, but you'll be able to understand them when you have been changed into one. You'll need to change in order to play Kickball and to be able to acquire the code needed for the Prison Compound.

Jiggys

Jiggy 1: Defeat Targitzan
If you manage to collect all of the statues in the temple, you will be able to fight Targitzan inside. If you beat him, you will obtain a Jiggy. For more details, see the section on the left.

Jiggy 2: Inside Targitzan's Temple
If you collect 10 statues inside of the Targitzan's Temple, the Slightly Sacred Chamber will open up. Inside is an easily obtained Jiggy. This one is pretty-much a no-brainer.

Jiggy 3: Top of Targitzan's Temple
The slippery sloping course to the top of the Targitzan's Temple can be navigated with a Talon Trot. Simply run up the sides and this will be one of the easiest obtained Jiggys. Alternatively, you can fly here.

Jiggy 4: Recover Targitzan's Stolen Gold
To get into the treasure horde, you'll need to shoot eggs into all of the statue mouths. Inside, climb to the top of the temple and sneak past the sleeping caveman to retrieve the treasure. Give it back to the Chief.

Jiggy 5: Win the Kickball Games
There are three kickball games that you must play. If you can win each consecutively more difficult game, you will be awarded a Jiggy for your efforts. This isn't too difficult to win—just keep on trying.

Jiggy 6: Kill the Plague of Flies
Launch eggs to kill all of the flies that are flying around Bovina. If you rescue her from the swarm, you'll get another Jiggy. When shooting at the flies, try to lead them a little, because the eggs do not fly quickly.

Jiggy 7: Quicksand Area in Jade Snake Grove
You will be able to cross the quicksand while controlling the Golden Goliath. Simply walk your way across before Mumbo's magic on the statue wears off. Overall, an easy Jiggy to acquire.

Jiggy 8: Sleeping Jade Snake
You will have to tiptoe silently to the Jiggy, otherwise the snake will wake up and eat it. You'll need to walk as slowly as your Analog controller will allow. You cannot stop at all while attempting this feat.

Jiggy 9: Quicksand Area in Prison Compound
If you Grip Grab along the cliff on the left side of the temple, you will come across some boots that will allow you to cross through the quicksand. Quickly run to the opposite side and grab the Jiggy.

Jiggy 10: Stone Columns in Prison Compound
Ram into all of the stone columns in the underground section and you will eventually bounce a Jiggy into a position where you can reach it. This is a timed sequence, so you'll have to move quickly.

Jinjos

- The lake that is to your right when you first enter the world contains a Jinjo in the bottom. Just dive to reach him.
- Head up to Targitzan's Temple and cross the bridge to Bovina's home. Midway through, you will find this Jinjo.
- This Jinjo is above the Jamjars Silo just beyond the first giant stone door. Grab him with the Golden Goliath.
- Underneath a boulder near the level entrance is a Flying Pad. Use it to fly to the top of the kickball arena entrance for another Jinjo.
- Near the entrances to the two Sacred Chambers there is a secret passage that leads to the Jinjo.

Cheato Pages

Jade Snake Cliff: From the temple where the snake rests, Grip Grab to the right. The Cheato Page will be relatively in the open.
Prison Compound: Climb to the top of the prison and Grip Grab to the right till you reach a small cave. The Cheato Page is found inside.
Atop the Treasure Vault: Look outside of the treasure vault on a high-up balcony. Either fly there or follow the inside passages.

Honeycombs

Above Bovina's Home: You'll need to either fly to the nook above her home or launch a Clockwork Egg into the spot to get the honeycomb.
In the Treasure Vault: You will find this honeycomb perched atop one of the stacks of gold. Use the Talon Trot to climb up to it.
In a Nook: Behind the world entrance is a little nook that you cannot crawl into. Later on, you will need Clockwork Eggs or the Pack Sack to get it.

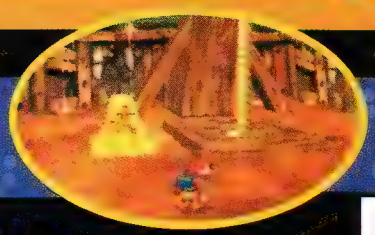
Glowbos

Inside Mumbo's Skull: This little bugger is pretty easy to find. Simply look inside of Mumbo's home. They're easy to find now, but wait...
Behind Wumba's Wigwam: If you walk behind the wigwam, you'll find the Glowbo hopping around just out of sight.

Jamjars Spot

Egg Aim: The first Jamjars silo is found right after the second giant stone doorway. This move will allow you to shoot eggs with precision.
Breegull Blaster: You will find Jamjars down a path to the left of Targitzan's Temple on a high up cliff.
Grip Grab: You will find this silo just beyond the gateway of the first giant stone door in the world. Grip grab will allow you to hand on ledges.

Glitter Gulch Mine



Darkened Rooms: Two of the Jiggys in this world are hidden in areas shrouded in darkness. If you want to have an easy time trying to get them, you can turn the brightness up on your TV and spare yourself the time it takes to solve these sections normally. Also, if you tend to get lost, try following the mine car tracks, as they'll pass by all of the major locations.

Jiggys

Jiggy 1: Defeat Old King Coal
Enter Chuffy the Train's boiler and fight Old King Coal for the right to use the train (you'll also get a Jiggy). For more details on how to defeat this strange boss, see the tip box to the right.

Jiggy 2: Canary Mary's Handcart Race
Free Canary Mary from her cage and meet up with her by the handcart by the level entrance. She will challenge you to a race. If you can beat her once, you will receive the Jiggy that is stuck under her wing.

Jiggy 3: Inside the Generator Cavern
This is a darkened cavern. Use Fire Eggs to temporarily power up the generators so you can make your way through. To cheat your way through, turn up the brightness on your TV.

Jiggy 4: Inside the Waterfall Cavern
You will find a switch near Wumba's Wigwam. Hit it and a grate will open up in the waterway. Quickly make your way through before it closes and you will be able to get this Jiggy from a nearby ledge.

Jiggy 5: Inside the Ordinance Storage
You must find all 15 sticks of dynamite before the timer runs out. You can use the sounds of the sticks to help you find their locations more easily. If you succeed, you'll gain another Jiggy.

Jiggy 6: Rescue the Rat from Mayahem's Prison
As a Stony, you will want to head to the Prison Compound in Mayahem Temple. Speak to a nearby Stony and he'll give you the password to the prison. Enter the password and then Bill Drill the blocking boulder.

Jiggy 7: Crush the Jiggy Boulder and Collect the Pieces
Use Mumbo's magic to lift the boulder into the Crushing Shed. Return as Banjo and dodge the pistons and hit the switch at the end of the conveyor belt. The Jiggy will be shot into three pieces. Collect all three.

Jiggy 8: Behind the Exterior Waterfall
To reach this Jiggy, you will need to be able to use Spring Shoes. Grab the shoes and run around to the path just underneath the waterfall. Jump from this point and you should be able to nab it.

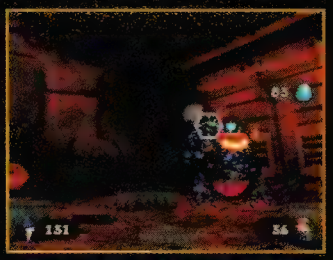
Jiggy 9: In the Power Hut Basement
If you want the easy way to this Jiggy, separate Banjo and Kazooie and have the bear turn on the lights while the bird gets the item. If you want to do it the hard way, navigate the darkened platforms carefully.

Jiggy 10: In the Flooded Caves
Swim to the far end of the Flooded Caves and you will come across a Jiggy. It's best to have a lot of bubbles, so save the fish in Spiral Mountain before heading here.

Old King Coal

Boss Strategy: This boss is pretty hard to find. Old King Coal will make his presence known as soon as you try to start Chuffy the Train. Crawl into the train's boiler when you are fully stocked with eggs.

The boiler will get pretty hot as soon as you start harming Old King Coal. Make sure to stand on the gray rocks throughout the battle, because as things heat up, the floor will melt. Keep pelting this boss with eggs and he'll crumble apart. If you rain enough eggs on him, he'll almost never have a chance to attack. If you rip away three sections of his body, the boss will give up and allow you to use the train from then on.



Fire a storm of eggs after this boss to whittle him down.

Mumbo's Magic

Levitate: Our favorite Shaman has the ability to levitate items in this world. It's a good thing, too, because there are a number of things that need Mumbo's magic touch. First off, that Jiggy boulder in front of the Crushing Shed needs to be placed on the conveyor belt in the shed. Even more importantly, Chuffy the Train has been derailed, and only Mumbo has the power to set things right.

Wumba's Magic

Detonator: When you turn to Wumba for magical aid, she will transform you into a very peculiar item. You will be morphed into a Detonator that can trigger those sticks of dynamite that you find laying throughout the level. While you are in this form, you are surprisingly vulnerable to attack. You have a self-detonation attack that you can use, but you will end up taking damage from it.

Jinjos

- To the left of the train station, you will find a giant boulder atop some silver ore. Use your Drill Bill to break it open.
- If you follow the mine car rails all the way to the end, about midway through you will find one of the elusive Jinjos.
- Enter the Gloomy Caverns (near Mumbo's Skull) and use your Ignition form to blow open the door to the jail cell.
- This little Jinjo can be spotted behind a boulder in the highly lethal Toxic Gas Cave. Run in, get the Jinjo and get out!
- While you can easily see this Jinjo in the Water Storage area, you'll need to reach him from Jolly Roger's area, through the bladed vent.

Cheato Pages

Glitter Gulch Sign: You can glide from the rope that leads into the level to the top of the sign that marks the entrance into the level.
Water Storage Tower: The first water tower you come across in the Water Storage area has a Cheato page deep inside of it.
Canary Mary's Second Race: If you beat Canary Mary a second time, you will get this Cheato Page. It's arm-cramping fun...Ow!

Honeycombs

Under the Large Rock: In front of the Prospector's house, you will find a large rock. If you Bill Drill on it, you'll find the honeycomb.
Toxic Gas Cave: Underneath one of the boulders in the Toxic Gas Cave is the second Honeycomb. Either blow the boulder up or use the Drill Bill.
In a Box: The first box you come across in the train station will contain this highly useful honeycomb.

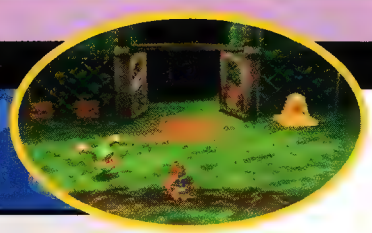
Glowbos

On the Purple Ore: There is a stack of purple ore near Wumba's Wigwam. You will find the Glowbo hopping around on top of it.
Behind the Boulder: There is a small passageway to the left of Mumbo's Skull. You'll find the Glowbo right behind the large boulder.

Jamjars Spot

Bill Drill: You will learn this move on the section just opposite of the old Prospector's house. This will allow you to drill through rock!
Beak Bayonet: Upon entering the Ordinance Storage Entrance area, you will find Jamjars immediately to your left. Now you can stab enemies!

Witchyworld

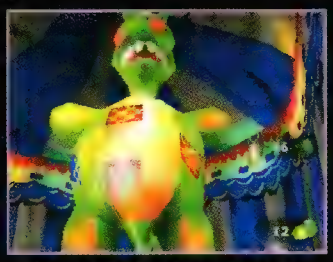


Tricky Slot Machines: The slot machines in this level hide various treasures underneath them. The first time you come across them, they'll have Musical Notes. After you have collected all of the notes and save Boggy's children in the level, the tickets required for the Big Top start appearing. This is just one of the weird things that's bound to throw you off.

Mr. Patch

After paying four tickets to enter into the Big Top, you'll come across a balloon that will quickly inflate itself into a giant monster called Mr. Patch. First, you must weaken this boss by shooting one of his patches with a Grenade Egg.

Hitting him once will force him to call for help. If you are touching the ground at any time, you will get punched by a mysterious fist. Instead, you'll have to fly around the tent shooting at Mr. Patch's remaining weak points. You might want to save this battle for later on in the game when you have more life. The extra egg cheat is also useful, because his patches on his belly are hard to hit.



Shoot Mt. Patch's patches in order to deflate him.

Mumbo's Magic

Power-up: You will not be able to get onboard any of the major attractions of Witchworld unless you can restore the power to them. Fortunately for you, Mumbo's magic will give the machines the energy you need. There are three locations where you will need Mumbo to work his magic in Witchyworld.

Wumba's Magic

The Van: Wumba will morph you into a miniature van (actually, the van is more like an armored car, because it contains a large supply of coins inside). You will need to use the van's horn to open those sliding door that you see all over the level. Also, at any location where Grunty has a pay-box for a ride, you will be able to use your payload to pay the cost of admission.

Jiggys

Jiggy 1: Defeat Mr. Patch
Collect the four tickets needed to enter the Big Top from underneath the Slot Machines. Once inside, you'll fight Mr. Patch. For more details on how to beat him, see section on the left side of this page.

Jiggy 2: Win the Balloon Burst Game
Inflate the Crazy Castle and enter it. When you walk through the right door, you will play the Balloon Burst game. If you are able to win it, you will acquire another Jiggy.

Jiggy 3: Win the Hoop Hurry Game
If you enter the Crazy Castle while playing as Kazooie, you will be able to walk through the doorway on the left side of the castle's main chamber. Complete the game to win the Jiggy prize.

Jiggy 4: Win the Dodgem Dome Games
Restore power to the Dodgem Dome by having Mumbo lend some magical help. Once inside them dome, compete and win in all three difficulties to earn this area's Jiggy.

Jiggy 5: Saucer of Peril Ride
Free the Saucer from the room in Glitter Gulch and restore power to the Area 51 Power Generator. Climb to the top of the space-themed section of the park. Earn over 500 points for the Jiggy.

Jiggy 6: Top of the Dive of Death Board
Climb to the top of the Dive of Death and carefully walk along the board and try not to fall—Grip Grabbing will make it easier going if you don't feel confident. The Jiggy is at the end of the diving board.

Jiggy 7: Return Kids to Mrs. Boggy
You must find Boggy's three children. The locations that they appear are random. One requires you to Beak Barge; the other two need food. One wants Fries and the other needs a Burger. You'll need to carry the fat kid.

Jiggy 8: Top of the Star Spinner
Turn on the power using Mumbo's magic and revert back to Banjo. Ride the stars up to the planet. Start a Talon Trot and hop onto the planet when the rotation is moving away from you.

Jiggy 9: Top of the Inferno's Tower
As a Van, pay for Inferno's Tower and you will be able to enter. Climb to the top of the fire slide. You will need to control Kazooie carefully around the tower. Jump the sliding flames in order to get the Jiggy.

Jiggy 10: Cactus of Strength
It takes three specific kinds of attacks to ring the bell on the test of strength. Use both kinds of stomp attacks (Bill Drill and Beak Buster) and fire a Grenade Egg to seal the deal.

Jinjos

- Collect this Jinjo by jumping on the wooden gate leading towards the Crazy Castle a Grip Grabbing to the right.
- Nimbly climb to the top of the Big Top and collect the Jinjo who is stuck atop on one of the support beams.
- This Jinjo is locked behind a door in the Cave of Horrors. Simply use a Grenade Egg to break the door down.
- Enter Area 51 while you are a van and use your horn to open the doorway in the main building.
- Climb to the top of the Dodgem Dome and you will find this guy sitting right at the top. He's easier to reach with the power off.

Cheato Pages

Saucer of Peril: If you earn at least 400 points in this mini-game, you will earn another of those hard-to-find pages.
The Haunted Cavern: Follow the jagged teeth until they reach a dead end. You will be able to Grip Grab to the left to reach the page.
Inferno's Tower: Use the van to open up the doorway on the left side of the Inferno's Tower area to find the page.

Honeycombs

Crazy Castle Pump: This Honeycomb is right behind the grate blocking the way to the pump room that inflates the castle.
Cable Car Station: Ride the wooden cable car across to the park till it reaches the station in the space area. The Honeycomb is in sight.
Mumbo's Skull: You will find the honeycomb in the green mist on the first floor of Mumbo's Skull.

Glowbos

Wumba's Wigwam: This Glowbo is simple to find. Merely walk into Wumba's Wigwam and the critter will be in the open.
Inferno's Tower: You will need to look for a path in the lava that leads left from Mumbo's Skull.

Jamjars Spot

Airborne Egg Aiming: Obtain this useful skill from Jamjars in the space world section of the theme park.
Split Up: Learn how to control each character separately by heading to the silo found next to the Big Top near the Split Up Pads.
Pack Whack: This move allows Banjo to attack with his backpack. You'll learn it at the silo next to the inflatable Crazy Castle.

Jolly Roger's Lagoon

There's Treasure All Around: The tricky part of this level is collecting all of the gold Doubloons to pay for items in this area. If you look carefully, you'll see that some of the cobblestones are oddly colored. If you Drill Bill them, you'll likely find a useful Doubling or Pad. This level is pretty massive, so take your time when exploring its depths.

Jiggys

Jiggy 1: Defeat Lord Woo Fak Fak
You will find Lord Woo Fak Fak inside of Davy Jone's Locker. Blow open the locker and swim inside. The submarine will make the battle easier. For more details, see the tip box on the right-hand side of the page.

Jiggy 2: Sea Bottom Cavern Mines Game
Use the submarine to play in Grunty' s game in the Locker area. You must shoot at least 60 points worth of mines in order to earn a Jiggy. Keep firing at all times and concentrate on the Blue and Green mines.

Jiggy 3: Hatch and Help Baby Tiptup
Blow up the weakened wall section in Mumbo's Skull. Use Kazooie's Hatch ability to hatch the egg. A simple Wing Whack is all that's needed to put the poor youngster upright.

Jiggy 4: Inside the Temple of the Fishes
To get inside of the Temple, you will need to shoot Ice Eggs into the mermaid statues outside in the order depicted on the door. Inside, protect Chris P. Bacon from the fish for a Jiggy.

Jiggy 5: Clean Up and Heat the Pool
First, you'll need to jump onto the pipe leading into the pool. Inside is a switch that drains the waste. Next, head to Hailfire Peaks, push the Ice Cube into the hot water and then drain the water. It will fall into the pool.

Jiggy 6: Inside Smuggler's Cavern Below Jolly's
In the lagoon underneath Jolly's, there is a Jiggy atop a lone section of land. To grab the Jiggy, you will have to glide there as Kazooie or launch a Clockwork Egg. The Clockwork Egg is the easiest method.

Jiggy 7: Rescue Merry Maggie From Inside the Big Fish
Use your Grenade Eggs to blast away the fish's teeth. You should find Merry Maggy inside. Return to Jolly's after saving her to receive a Jiggy for your heroic efforts.

Jiggy 8: Inside the Transparent Fish
In the Atlantis section of the underwater area you will find a transparent fish swimming about. If you Talon Torpedo the Jiggy inside of the fish, you will be able to steal it away.

Jiggy 9: Inside Pawno's Emporium
Pay 20 Doubloons to Pawno and you will be able to acquire that lovely Jiggy that he has in the central display case. You'll need to do some looking in order to find that many Doubloons.

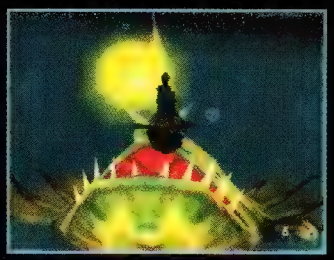
Jiggy 10: Power Up the UFO
Use the Talon Torpedo to break the hatch on the front of the UFO. Inside, you'll need to fire Ice Eggs into all five generators as fast as you can. When the ship takes off, you will find a Jiggy where it was.

Lord Woo Fak Fak

Deep inside of Davy Jone's locker is Lord Woo Fak Fak. This boss is an ill-tempered Angler Fish who is host to a series of postulant boils.

The key to taking this boss down is to shoot the flashing boils on his flank. Only one boil will flash at a time, so you will have to keep moving to each of his sides. Whatever you do, keep away from Woo Fak Fak's mouth. He attacks with bolts from his "angler," and he will also attempt to bite you.

After you have blasted all six of his boils, he will open his eyes. They are your next targets. You can shoot the sides of his eyes from a safe position behind his tail.



Get away from Lord Woo Fak Fak's gaping mouth.

Mumbo's Magic

Sunlight: Mumbo will only need to cast his spell once in this level, but it has far-reaching effects. If you stand on the proper spot in front of the lagoon and incite your incantation, the sun will oxygenate the water. What this means is that you will be able to spend as much time as you want underwater without having to worry about drowning. After you cast this spell, you will be able to explore Atlantis.

Wumba's Magic

Submarine: If you want extreme mobility and massive firepower, you have one choice: If you can give a Glowbo to Wumba, she can transform you into a submarine. While you are in this form, you will have an unlimited supply of torpedoes. This form is particularly important for when you plan on fighting the boss Lord Woo Fak Fak. The submarine's sonar can stun enemies as a bonus.

Jinjos

- The rafters of the Waverracer shop hide a Jinjo. Reach him with the Shock Jump Pad behind the counter.
- Pay one Doubloon to Blubber. This will reveal a pair of Turbo Trainers. Use the shoes to run across the lagoon to the cliff.
- Climb to the top of the Seaweed Sanctum (interior) and you will be able to see the Jinjo standing on a piece of masonry.
- The right fleshy tube inside of the giant fish (where Maggie is trapped) holds a Jinjo who was swallowed.
- Search the sunken pirate ship for this Jinjo. He'll be locked in a chest, so you'll need to blow it up.

Cheato Pages

Ancient Swimming Baths: You will find this page on the inside of the temple just above the entrance. Use a Clockwork Egg to reach it.
Smuggler's Cavern: You will find this page inside of one of the transparent fish. Use a Talon Torpedo to grab it.
Pawno's Emporium: Pay the greedy pawnbroker five Doubloons and you will be able to purchase the Cheato Page.

Honeycombs

Toxic Waste Pipe: Climb atop of Jolly's and use the pad on the chimney to launch to a grabbable ledge. Follow the path all the way to the pipe.
Sea Bottom: A transparent fish is swimming by the giant fish. Use a Talon Torpedo to grab the golden item from the fish.
Outside the Temple of Fishes: Look for a small hole in the base of the Temple. It will be found on the right side of the structure.

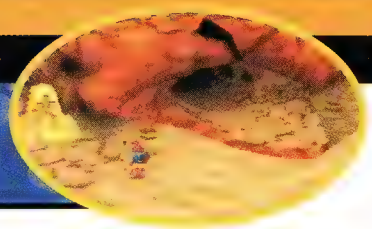
Glowbos

Pawno's Emporium: A shelf in the pawn shop contains this bouncing beast. Don't worry, you do not have to pay for it.
Under Wumba's Wigwam: Look underneath the pillar that Wumba's Wigwam rests on. You'll find the Glowbo at the base.

Jamjars Spot

Sub-Aqua Egg Aiming: Head over to Jolly's and pay two Doubloons to rent the room. Inside, Jamjars teach you how to fire eggs underwater.
Wing Whack: Destroy the chest statue with a Grenade from behind. Take Kazooie to Turtle View Cave. Now she has an attack while she is alone.
Talon Torpedo: You will find Jamjar in the Electric Eel's Lair. This new attack will let Kazooie drill through underwater obstacles.

Terrydactyland



A Confusing Path: This level is one of the largest in the game, and it is easy to lose your sense of direction. To help get around, use the World Warp Pads. These will take you to the major landmarks, so you can navigate with them as your waypoints. Overall, this is one of the tougher levels to figure out. You'll go bonkers trying to find everything!

Terry

Terry awaits you in the nest that is atop the mountain that forms the centerpiece of this level. Her attacks are fairly simple, and if you have enough eggs, she isn't too hard to beat.

First, Terry will fly high into the sky and pelt you with purple mucus. Dodge these lovely projectiles by repeatedly jinking to the sides. When the camera focuses on you, it's your chance to deal some damage. Immediately aim your eggs at Terry and get in a few hits. Terry will then send in some snotty cronies. After you kill all of them off, the cycle will repeat, getting tougher with each pass. Remember to keep moving.

Dodge Terry's snots until you have a chance to shoot her.

Mumbo's Magic

Enlargement: Mumbo's magical ability takes form in the power to make things larger. You will need this ability for two areas. First, one of the Styracosaurus family is way too small. He needs a quick blast of magic to restore him to his proper dinosaur size. Secondly, you will also be able to cast your magic on Wumba's Wigwam. This will affect what her spells do to Banjo

Wumba's Magic

T-Rex: Wumba's murky pool will transform you into a T-Rex. When you are the little T-Rex, you can learn a roar from a nearby dino. This roar opens up those small dino-marked doors. If you used Mumbo's magic to enlarge Wumba's Wigwam, you will be transformed into the nigh-invincible Big Daddy T-Rex. This powerful form will scare just about anything in this level.

Jiggys

Jiggy 1: Defeat Terry
The top of the level hides a nest containing this level's boss, Terry. This dino will cause you some major trouble, but you will earn a Jiggy for defeating her. To find out how, see the strategy box to the left.

Jiggy 2: Hatch and Return Terry's Eggs
You must acquire the Hatch ability for Kazooie. The egg locations are: Unga Bunga's cave; Oogle Boogles cave; on an island near the waterfalls; inside the Mountain. You will need Banjo to carry the large baby.

Jiggy 3: Underneath the Center of Terry's Nest
If you enter the Crazy Castle while playing as Kazooie, you will be able to walk through the doorway on the left side of the castle's main chamber. Complete the game to win the Jiggy prize.

Jiggy 4: Fill the Thirsty Dinosaur's Pool
To fill the dinosaur's pool, you must venture to Cloud Cuckooland. One of the largest pools of water there has a drain. If you destroy the drain's cap, the water will rain down into Terrydactyland's level.

Jiggy 5: Help the Styracosaurus Family
Free the dino from the Witchyworld and return her to Terrydactyland. Use Mumbo's magic to enlarge the small dino. Put the sick dino in your sack and take him to Chuffy. Use Mumbo's magic in the Clifftops to heal him.

Jiggy 6: Warm Up and Get Food for the Oogle Boogles
Use the Big Daddy T-Rex's roar to scare the Oogle Boogle guard away from the cave. Inside, light the fires with Fire Eggs. To feed the cavemen, use the nearby passage to obtain burgers and fries from Witchyworld.

Jiggy 7: Inside the Chompasaur's Belly
The "Inside the Mountain" area has a tall stone in the middle of the water. Fly to the top and you'll be swallowed by the Chompasaur. If you can kill 75 points worth of Blaarg Ulcers, you'll get a Jiggy.

Jiggy 8: On the Stomping Plains
You will need to cross the Stomping Plains while only using Banjo. The easiest way to do this is to wait until you have the Snooze Pack so you can restore your life after you get smashed.

Jiggy 9: Defeat the Rocknuts Tribe
You must find and defeat all five members of the Rocknuts tribe. To beat them, you must get them to face in one direction while you attack their read ends with a Clockwork Kazooie Egg.

Jiggy 10: Small T-Rex Roar Code
In the small dinosaur cave behind Wumba's Wigwam you will find a sign telling you the roar code. Head to the sealed gate with the Jiggy behind it, then roar out the code and the Jiggy will be yours.

Jinjos

- Across from the entrance you'll see a cage and a suspended button. Grenade the button and use a Clockwork Egg to rescue the Jinjo.
- Transform into the Big Daddy T-Rex and press the switch near Wumba's. Morph back into Banjo and quickly rescue the little guy.
- Under the waterfall there is a switch that you must Talon Torpedo. It will open up a nearby cave.
- In the rocky area with the series of small holes, use a Clockwork Egg to reach a Jinjo through one of them.
- Run across the Stomping Plains while controlling Kazooie and you will be able to open a gate that contains another Jinjo.

Cheato Pages

Thirsty Dinosaur's Cave: search for a cave in the dried lake where the thirsty dinosaur is.
Mini-Dinosaur Cave: Behind Wumba's Wigwam is a small cave only the small T-Rex can enter. You will see the note right in the open.
Mumbo's Grip Grab Path: Just to the left of Mumbo's Skull is a path you can Grip Grab across. At the end is a boulder that you can Bill Drill.

Honeycombs

Styracosaurus Cave: High up one one of the walls of this cave is a nice sparkly golden honeycomb. Use a Clockwork Egg to reach it easily.
River Passage: Climb up the main waterfall and look above where the water actually drops. Talon Trot to reach the honeycomb.
Underwater Passage: You will find this honeycomb hidden in a pool of water, inside a little nook that is hard to see.

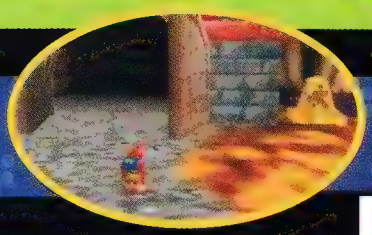
Glowbos

Down a Mountain Path: Behind the left side of Wumba's Wigwam is a high-up path. Follow it till it ends and you will see the Glowbo on the right.
Behind Mumbo's Skull: If you sneak around to the back side of the Skull building, you will see the Glowbo hopping around.

Jamjars Spot

Springy Step Shoes: You will find Jamjars on a cliff just to the right of the world entrance. These shoes will allow you to make one large leap.
Taxi Pack: You'll learn how to carry large object in your sack if you reach the silo that's deep in the River Passage.
Hatch: You'll find this silo in a section of Unga Bunga's Cave. It's easier to reach from Mayahem Treasure Temple. Kazooie can hatch eggs!

Grunty Industries



Sneaking In: To get into the interior of Grunty Industries, you will have to sneak in by using Chuffy the Train. On the outskirts of the factory you will find a switch that opens the doors to the train tracks. Immediately set about looking for the main door so you can open it up and save yourself from some heartache later on. One you open the front door, you can always go back.

Jiggys

Jiggy 1: Defeat Weldar
Weldar hides at the bottom of the Repair Room. After you beat this boss, you'll have to head across the pipe in the Air Conditioning Room in order to reach the Jiggy. To find out how to beat this boss, see right.

Jiggy 2: Inside the Waste Disposal Plant
After you defeat Weldar, you will be able to reach section of the Waste Disposal Plant beyond the giant fan. If you Shack Pack into the toxic waste, you won't take any damage.

Jiggy 3: Inside the Waste Disposal Plant
Use your Sack Pack to cross the toxic waste and trigger an explosion that will break the glass protecting the Jiggy in the Waste Disposal Plant. You should be able to hop to the Jiggy with ease.

Jiggy 4: Wash the Filthy Workers
If you have unscrewed all of the metal plates in the level, you will be able to reach all of the workers while you are in washing machine form. Wash their cloths and you'll get a Jiggy for your hard work.

Jiggy 5: Top of the Central Platform of Floor 1
You will need Kazooie to enter the window above the main entrance to the factory. Glide to the central platform and launch Grenade Eggs at the sentries. After they have all been trashed, you'll get the Jiggy.

Jiggy 6: Inside the Trash Compactor on Floor 1
You will need to move fast through the trash compactor, but no matter how good you are, you are going to get hit. When you do, use the Snooze Pack technique. Shut down the compactors and grab your prize.

Jiggy 7: Packing Game on Floor 3
You must pack lights into crates before the time runs out. As with the usual mini-games, blue lights are worth three points, green ones are two points, and red ones are only worth a single point.

Jiggy 8: Exterminate the Clinkers on Floor 4
You will have to shoot all of the Clinkers off of the ventilation ducts before they turn the air toxic. You'll have to move fast, because failure here results in a quick death.

Jiggy 9: Quality Control Room on Floor 4
Shoot the signs that have the Rare logo on them, but not the toxic canisters. If you do shoot the wrong ones, you will have to evacuate and press the switch that cleans up the poisonous gas.

Jiggy 10: Top of Crates on Floor 5
Break through a window on one of the rooftop buildings to be able to enter an area containing a Jiggy atop one of the boxes. Most of the secrets of this level are behind the breakable windows.

Weldar

Weldar, the giant cutting torch, is one of the toughest bosses in this game. He only has one weak point, and he is vulnerable for only a short time. Remember to have a full batch of health before you try to face this meany down.

Weldar will attempt to fry you with electric wires, and he'll also try stomp on you. After a few such attacks, he will try to suck you into him. If you fire a Grenade Egg at him at this precise point, he will take some serious damage. Remember that you only have a few seconds in order to get your shot off. As the fight progresses, Weldar will move faster. Do not waste time trying to enter the aiming mode.

Fire a Grenade Egg into Weldar's mouth when he sucks.

Mumbo's Magic

EMP Pulse: Electromagnetic Pulses short out electronics, so Mumbo's Grunty Industries spell will come in handy here. In particular, it will be needed to sabotage the magnet device. It is also required for when you need to give pause to the Wall Crusher on Floor 4. Each of these spells only last for a few seconds, so you'll need to do what you must in a limited period of time.

Wumba's Magic

Washing Machine: In what is the most bizarre transformations of the game, you will become a washing machine, complete with dirty underwear that you can launch. The real purpose of this transformation is for cleaning the trousers of those poor rabbit workers who Grunty has slaving away in her factories. While in this form, you will be heavier than normal and able to press down switches.

Jinjos

- Look for a small Jinjo high up in the main chamber of Floor 2, just above where the Split Pad is. Use a Clockwork Egg to reach him.
- Look on top of the boiler on Floor 3. You'll need to reach him with a Clockwork Egg or via the breakable smokestack patch.
- You will find this Jinjo on top of a box on Floor 5. He's pretty easy to reach, but getting onto the floor is tough.
- On the outskirts of this level, there is a Jinjo that you must Claw Clamber up to. You'll need Banjo to press down a nearby switch, though.
- You'll need to get the Jinjo in the Waste Disposal Plant by swimming in through a passage from the Jolly Roger's Smuggler's Cavern.

Cheato Pages

Worker's Quarters: Blow open the door to the men's restroom. Bill Drill the toilet a few times to dislodge a piece of paper inside.
Repair Room: After you shut down the Magnet, you'll be able to hit the switch that opens the door to the repair room. The page is on the far side.
Main Chamber, Floor 2: A Cheato Page is sitting out in the open right on top of a ledge. Grip Grab to reach its location.

Honeycombs

Train Station: High in the rafters of the Grunty Industries Train Station you will find the honeycomb. A Shock Jump Pad is hidden in a box.
On a Crate: When you explore Floor 3's warehouse, you will find a Honeycomb on top of a box.
On a Smokestack: One of the smokestacks has a Honeycomb that you must fly to.

Glowbos

Behind a Cracked Pipe: Look for a cracked pipe near Wumba's Wigwam on the second floor.
On a Box: This Glowbo has gone astray from Mumbo's Skull. You will find is on a box in the warehouse.

Jamjars Spot

Claw Clamber Boots: You'll find this silo inside of the factory, just to the right of the main door. Now you will be able to climb special walls!
Leg Spring: Look for this silo in the main chamber of Floor 2. You will need the Claw Clamber Boots to reach it. Now Kazooie can jump higher.
Snooze Pack: You will find this handy item in the Waste Disposal Plant. When Banjo is alone, he'll be able to restore some health.

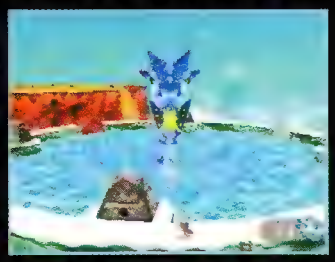
Hailfire Peaks

A Constant Downpour: As you play through the level, you will have fire and ice rain down on you. To stop it, you must defeat the two bosses of this level. While these attacks are pretty annoying, they can sometimes help. For example, you will come across a guy with a big foot who bars your path, and if you talk to him enough, the ice will take him out.

Chilly Willy and Chilli Billi

The top of each mountain has a themed dragon. Chilly Willy is an ice dragon, and as such, has a weakness for Fire Eggs. Chilli Billi, the fire dragon is weak against Ice Eggs.

Each dragon will fire their breath attacks at you. Keep dodging, and get behind a cannon. Launch the appropriate egg to wound the boss. Next, you'll have to dodge a couple tongue swipes (simply jumping straight up is a surefire way to avoid taking tongue damage). You will need to move to different cannons as the battle progresses. This biggest threat comes from the pits that divide the cannons. Jump carefully or die!



Launch the proper eggs from the cannons to hurt the bosses.

Mumbo's Magic

Revive: If you come across something that is dead, or pretty darn close to it, Mumbo's magic will come in pretty handy in the level. He can cast a Revive spell that will return characters from the brink of death. This is important when trying to thaw Sabreman and the UFO Aliens. The hard part of this is finding the pads that Mumbo must stand on to cast his spell.

Wumba's Magic

Snowball: Wumba's magic will transform you into a snowball. As you roll through the snow, you'll more onto your chilly form, thus making you heavier. You'll need the snowball's heavy form to press down several stuck switches. If you take damage, rolling around on clear white snow will help you recover. If you venture into the hot section of the mountain, prepare to take some melting damage.

Jiggys

Jiggy 1: Defeat Chilly Willy & Chilli Billi

Atop the twin peaks of this mountain range are two dragons who crave pizza and mayhem. Unlike the other levels, you will have to fight two different (albeit identical) bosses. For tactics, see the box on the left.

Jiggy 2: Inside the Volcano

The room inside the volcano is (as you'd expect) filled with lava, and you cannot stay inside for long. Trigger all of the switches and you will be able to collect the Jiggy on the central pillar.

Jiggy 3: Help Sabreman Back to His Tent

First, you will need to use Mumbo's magic to Revive Sabreman. Return to this ancient video game character and throw Fire Eggs at him until he warms up. Return him to his tent for a Jiggy prize.

Jiggy 4: Feed Boggy the Polar Bear

One of the deep pools of water has a nice hot fish that Boggy would love to eat. Simply dive into the water to get the snack, then return to Boggy the bear who will love to make a trade.

Jiggy 5: Ice Train Station Link

The only way to reach the Jiggy behind the ice is to take the train. However, Chuffy's engine needs to cool down first. Beak Barge on the camel's hump so he spits water on the train.

Jiggy 6: Activate the Oil Drill

You'll need to transform into a large snowball in order to press down the switch that activates the drill. This means that you'll have to survive a trek through the hot part of the level, melting all the way.

Jiggy 7: Terrydactyland's Stomping Plains Link

The point where the two worlds meet contains a Jiggy. In all actuality, it is far easier to trudge through the Stomping Grounds to get this Jiggy. Make sure to have the Snooze Pack first.

Jiggy 8: Win the Colloseum Kickball Games

These kickball games are for the hardcore only! You must abide by a variety of strange rules. However, if you manage to beat all three games, you will win another Jiggy.

Jiggy 9: Help the UFO Aliens

You will need to find all three alien children. Break the ice around one and revive another. A third will require you to use Kazooie's hatch ability to warm it up. After all three kids are safe, you'll get a Jiggy.

Jiggy 10: Inside the Colloseum Arches

On the outside of the Colloseum will be a series of switches. You will need to separate Banjo and Kazooie to press them down. If done properly, the gate in the arches will open up.

Jinjos

- This Jinjo is in a small cave that has a strong wind blowing out of it. To get the little guy, toss in a Clockwork Egg.
- George the Icecube's wife has a Jinjo frozen inside of her. If you Drill Bill on her head, she'll shatter! This family is just cursed...
- Trigger a switch inside of the Colloseum to raise some pillars by a waterfall. Use your Invincibility move to leap through the water.
- You'll find this Jinjo hiding in the scalding hot water that contains the Goldfish that you'll feed to Mr. Boggy...
- In the Icicle Grotto, blast the icicles from the ceiling and use Kazooie to glide to the Jinjo in the nearby nook.

Cheato Pages

Icey Mountain: The tall mountain that stands near the guy with the big foot hides a Cheato Page on its top.
Icicle Grotto: You will need a Clockwork Egg to enter into a secret passage that leads to a page hidden behind some ice.
Colosseum: Look for a partially damaged wall section in the colosseum and use a Grenade Egg to expose the page.

Honeycombs

Inside the Volcano: When you head into the volcano, you will be able to spy a Honeycomb up on a ledge. Toss a Clockwork Egg to reach it.
In Hot Water: In the same pool of water as the fish and the Jinjo, you will able to find a honeycomb.
Icicle Grotto-Volcano: While this honeycomb is technically inside of the volcano, you will need to use a path from the Icicle Grotto to reach it.

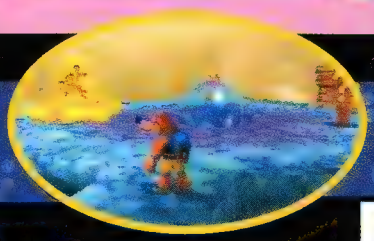
Glowbos

Hot Stuff: The lava flats underneath Mumbo's Skull have a Glowbo nimbly bouncing near the magma.
Hidden Alcove: Behind the Wigwam is a small section of ice along the waterfront. This easily missed area has the Glowbo.

Jamjars Spot

Glide: As soon as you use the Claw Clamber Boots to climb to Chilly Willy, fly to the left to find this useful silo.
Shack Pack: On the second floor on the lava side of the mountain, you will learn an ability that allows you to enter hazardous materials.

Cloud Cuckooland



Difficult to Navigate: As the last real level, Cloud Cuckooland is also the most difficult to figure out. The best thing to do is to get a bird's eye view. There are pads around the level that will allow you to fly. There is also a strange creature that grants limited flight to Banjo. If you find a Flotius Floatium, stick him in your sack and you can glide a short ways.

Jiggys

Jiggy 1: Defeat Mingy Jongo
The red Mumbo Skull is actually a trap! Inside of this skull you'll find an android replica of our favorite shaman! This is one of the toughest battles. To find out how to beat him, check out the box to the right.

Jiggy 2: Win the Cuckoo Olympics
The garden near the start contains some spring shoes, which will allow you to win the first event. Use your Sack Pack to win the second event. The third event requires Kazooie to use the Turbo Trainers.

Jiggy 3: Complete the Pot o' Gold Game
To reach the Pot o' Gold, you will need Mumbo to cast his magic spell. Next, you will have to stand on top of the stack of gold coins to open up the pot—complete the game to win a Jiggy.

Jiggy 4: Canary Mary's Clockwork Mouse Race
You will meet Canary Mary once again in this level. You will need to race her again, but this time you'll need to use a Clockwork Mouse. You'll need to pound those buttons fast if you want that Jiggy.

Jiggy 5: Zubba's Hive Game
Shoot the target on the top of the mountain enough times and the way into the bees nest will open up. Next, fly inside and win Zubba's mini-game.

Jiggy 6: Defeat the Eyeball Plants
While you are flying about, you will be attacked by eyeball-shaped plants. If you are transformed into bee form, you will be able to kill them with your stingers. Kill all of them to earn a Jiggy.

Jiggy 7: Inside the Cheese Wedge
You will need to take Banjo alone to the Cheese Wedge. His Sack Pack is needed to cross the obstacles that you will find. The cheese is enormously stinky, so you'll need to hurry before you run out of breathable air.

Jiggy 8: Trash Can Germs Game
Wing Whack the germs that have invaded the Garbage Can. If you can get enough points, you will be able collect a Jiggy from the can's owner, Guffo. You must use Kazooie here.

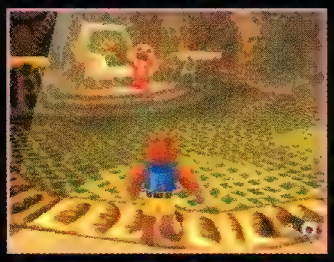
Jiggy 9: Find the Safe's Combination
Throughout the level there are triggers that will unlock one of the numbers on the safe. Most of these will require the use of a Clockwork Egg to reach. A small explosion is enough to trigger them.

Jiggy 10: Inside the Jelly Castle
You will need to take Banjo to the Jelly Castle alone—this means that you'll need to find the flower that will launch you there. Crawl inside of your sack and you'll be able to squeeze into the castle to nab the piece.

Mingy Jongo

The red Mumbo Skull is actually a trap. An android who is pretending to be Mumbo will attack you with magical bolts that are easily dodged at first, but become almost impossible to avoid as the battle goes on. This is one of the toughest battles in the game (along with Weldar and Hag 1).

Using a hit and run technique is the key to beating Mingy Jongo. The more you hit him, the more pieces will fall off of his disguise (which reveals a metal exo-skeleton). The trick to beating him is that easily forgotten move that grants you temporary invincibility. Turn it on and weather an attack before striking out with one of your own. Time to use those feathers.



You will need to use those golden feathers that you collected.

Mumbo's Magic

Rain Dance: It's the return of the classic indian Rain Dance. Mumbo will be able to summon water from the heavens by chanting at the appropriate site.—this will help grow those Magic Beans that you planted. Also, a rainbow will appear to connect the stack of coins to Pot o' Gold. Needless to say, unless you cast this spell, there will be some areas that you will not be able to reach.

Wumba's Magic

Bee: If you give Wumba one of the Glowbos, she will allow you to transform into a bee, which is required for two of the Jiggys in this level. As a Bee, you can shoot the eyeball plants and obtain an easy Jiggy. It's best to clear them out early, because they can be annoying. There is a target atop the mountain which needs to be shot. Use your rapid fire stingers to nail it.

Jinjos

- Deep inside of the Central Cavern is a nook that contains a hard-to-see Black Jinjo. You'll need to fly up to reach him.
- If you explore the Trash Can, you will find a little Jinjo hiding inside of a Snack Treats box.
- If you climb to the back of the Cheese Wedge, you will a Jinjo stuck in a really smelly location.
- The Jinjo in Mingy Jongo's Skull is actually real, instead of the usual Minjo that you'd expect.
- The rafters of Wumba's Wigwam has a Jinjo hiding high above. It's just a simple matter of climbing up to reach him.

Cheato Pages

Pot o' Gold: If you shoot enough of the Jiggy pictures before the time runs out, you will be awarded a Cheato Page.
Zubba's Nest: If you perform well enough in Zubba's mini-game, you will acquire a Cheato Page.
Mary's Clockwork Mouse Race: If you win Mary's race for a second time in a row, you'll receive the page.

Honeycombs

The Garden: There is a small garden just in front of where you enter this world. Drill Bill into the strange looking sections of earth.
Pot o' Gold: You will be able to find a honeycomb in the back section of the Pot o' Gold, easily within reach.
Trash Can: Look around on the outskirts of the Trash Can for an easily obtained Honeycomb.

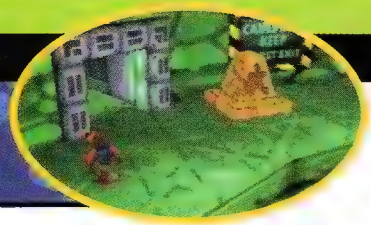
Glowbos

Underwater: The water across the way from Wumba's Wigwam hides a Glowbo at its bottom.
Central Cavern Lake: The second Glowbo is underwater inside of the Central Cavern and is easily found.

Jamjars Spot

Sack Pack: In the Central Cavern, you will find a Silo hidden behind some ice. Use Banjo's Shack Pack to get inside.

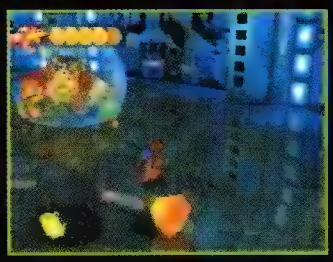
Cauldron Keep



The Final Contest Awaits: Grunty's final challenges to you will make the rest of the game seem like a piece of cake. You will need to get past two separate checkpoints that require Jiggywiggy's puzzles. Just make sure that you have as much health as you possibly can before attempting to battle the Hag1. This is one of the toughest final fights.

Klungo Again!

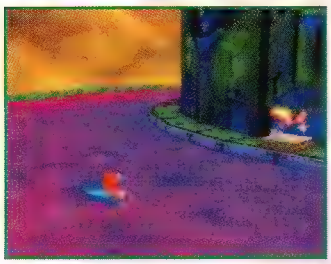
Doesn't He Learn? Klungo will make one last attempt to stop you as soon as you enter Cauldron Keep. He attacks exactly the same way as last time, except this time he generates more clones than before. Aim your strikes at the body which the clones seem to originate from and you'll take him down without a struggle.



Klungo is merely here to get you to waste more time playing.

Getting In (Part 1): In the Quagmire, you'll find Claw Clamber Boots on the left side of the Grunty Industries entrance. Grab them and run down the large pipe to reach the climbable section. This will take you to the last level.

Getting In (Part 2): If you have the Sack Pack and Glide abilities, you will be able to cross over the toxic waste that surrounds Cauldron Keep. In order to lower the drawbridge, you will have to stand each character on their respective pads.



You will need to hop into your sack in order to cross the waste.

Goggles and the King: As soon as you complete the Tower of Tragedy gameshow, you will be able to restore the life back to Goggles and the King by using the machine to blow the life back into them. Yes, the machine has two settings: Suck and Blow. Sometimes you have to wonder about those guys at Rare...

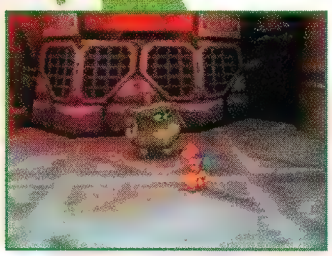
Tower of Tragedy: You must compete against Gruntilda's two sisters in a strange gameshow called the Tower of Tragedy. The game has three rounds, and the contestant with the lowest score at the end of each will get killed. Grunty's now above killing one of her sisters, it seems. The trivia is all from the game, and it will test how observant you were. Simple items that you may have seen in the backgrounds make take on a major significance here. The number of planks in the bridge in Mayahem Temple, for example, will be one of the more obscure facts.

Sudden Death: Each round will get tougher and tougher. Like *Jeopardy*, answering incorrectly will cost you points. While the multiple choice answers are pretty easy, you will not always have the answers right out in front of you. On Round 3, the answers will be concealed until you buzz in.

The first round is relatively easy if you were observant while playing.

The third round has the toughest questions about the game.

Help from Dingpot: Dingpot was the cauldron that helped you out in the first game. All but forgotten this time around, you will find him hidden behind the gun. Dingpot will help you out if you jump inside of him. Unlike before, when he teleported you around, he now will replenish all of the eggs in your inventory for the battle ahead.



Hag 1

There are five phases of the battle against the last boss. To succeed, you'll need to know what to do. Note: Before entering this fight, make sure to have a full complement of eggs and a complete health bar. This fight is extremely difficult.

Phase One: Grunty's Attack
The Hag 1 will spin, emitting lasers in all directions. In subsequent attacks, Grunty will add mortar shots into the mix. Jumping will keep you save from all of these hazards.

Phase Two: Trivia
Grunty will ask you a trivia question. Get it right, and she will go easy on you by casting slower spells in the next phase.

Phase Three: Counter-attack
In a first-person mode, shoot Grunty with your eggs while dodging her spells.

Phase Four: Broker Machine
The Hag will start exhibiting some problems after Grunty take roughly 40 points of damage. When the machine stalls, fire a Clockwork Egg at the rear of the Hag 1. You should see a small entrance hatch open up. Run inside and blow up one of the batteries.

Phase Five: End Game
When the machine stalls, Grunty will start tossing out spells non-stop. When you get her down to one hit point, she will fill the area with toxic gas. If you can shoot her enough times before you choke to death, she will end up dropping her spell into the Hag 1, blowing herself up.

Dodge the lasers and mortars that Grunty fires off at you.

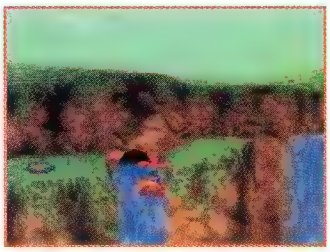
Answer Grunty's questions correctly for an easier battle.

Shoot Grunty and whittle her life down in first-person mode.

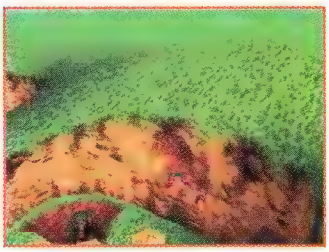
Banjo-Tooie Game Secrets

Mysterious Banjo-Kazooie Carts

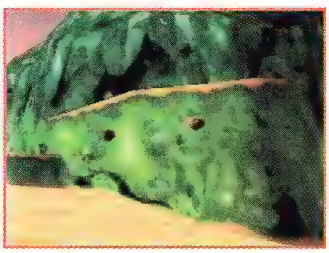
The Old Waterfall Trick: Fly to the top of the waterfall in Spiral Mountain. While inside, you'll be able to reach a climbable wall section that will lead to a passage that lets you in the cage with the cartridge. Smack the cartridge to make it give up a Special Egg. Hatch the egg at Heggy's Egg Shed to learn a new attack.



Break the Cage: Fly to the cage across from where you met Cheato in the Spiral Mountain area. To get past the gate, you simply need to fire a Grenade Egg. Bust the cartridge inside in order to obtain a Special Egg. When you return and hatch this egg at Heggy's, you will be able to fire Homing Eggs at your enemies.



South of Jinjo Town: There is a ledge that you can Grip Grab on just a little south of where the Jinjos live. This will take you to a small cave with an N64 cartridge. If you smack into the egg, a giant silver key will pop out. The key is easy to miss, so make sure you pick it up. Yes, it's the silver key that you couldn't reach in the first game. This key is needed to open the chest containing the giant Glowbo that Wumba wants.

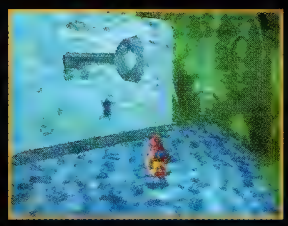


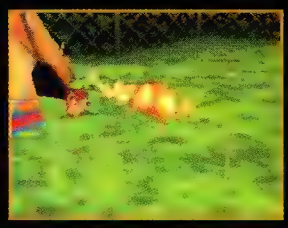
Are these cartridges the only link between the two games?

Kazooie the Dragon?

The Giant Glowbo: In Pine Grove Wumba will require a giant Glowbo. To find it, search the Waterfall Cavern in Glitter Gulch. You will find a giant locked chest behind one of those barriers that you need to Talon Torpedo. The key needed is obtained from one of those N64 cartridges.

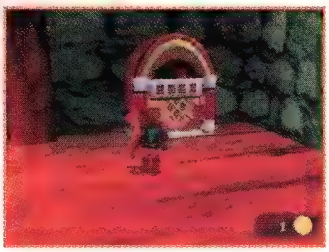
Transforming Kazooie into a dragon is much more than a cosmetic change. She is now able to breath fire for as long as she wants. Standard enemies will cease to be a threat to you when you can easily burn them.





Heggy's Egg Shed: Return the Surprise Eggs to Heggy's in order to hatch them for special abilities and bonuses.

Secret Puzzle: After you complete the puzzles for every level, you'll get to play an ultra-hard puzzle that will really test your skills.



A Second Ending: If you have beaten the game after obtaining all of the Jiggys, you will get a special ending that shows off all of the characters in the game.

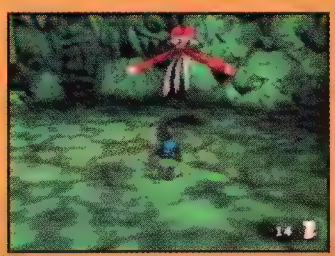
Is There More? The mystery of those items from the first Banjo-Kazooie does not seem completely solved. Players who hacked into the original game to acquire to Eggs and Silver Key were given a message that said "Swap Cart." We're wondering why...

You'll need a code to use the Jukebox in Jolly's tavern.

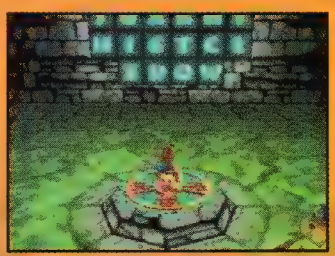
Cheato Cheats

Make Your Life Easier: By collecting the Cheato Pages, you can earn codes that will help you out in your quest. You will find Cheato in the ruins of Grunty's old fortress in the Spiral Mountain area. For every five pages you give him, you will receive one code.

To enter the codes, head to the temple in Jade Snake Grove in the Mayahem stage. Fire eggs at the letters to spell out the code you wish to enter. There is a roster on the right side of the temple that will allow you to turn various codes on and off. These codes will make the game a lot easier.

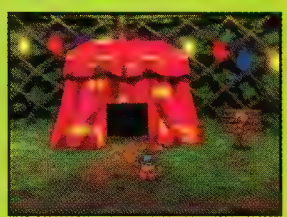


Give the pages to Cheato, who lives in Grunty's old fortress.



Enter the codes in the Temple in the Mayahem level.

5 Pages Found	Feathers	**20 Pages Found**	Honeyback
10 Pages Found	Eggs	**25 Pages Found**	Jukebox
15 Pages Found	Fallproof		



Witchyworld Cheat: The Fortune Teller's tent will occasionally give you free items. Other times, you'll get a beating. If you keep entering, eventually you will get the "Get Jiggy" code. This code will make the signs in Jiggywiggy's temple reveal their secrets to you.

Finally, the Sequel Is Here

by Cedric Stines
cedstines@hotmail.com

The first SmackDown! had plenty to keep the attention of soap-opera lovin' wrestling fans, but the second is the epitome of "all that and a bag of chips." The game is brilliant because it never goes out of style. If the Rock befriends Trish Stratus, you can easily change the Stable so she'll walk down the magical aluminum aisle with him. If Chyna finally goes back to real-life beau Triple H, you can easily make it so with a few commands.

But the best thing about the game is that every character has the moves to make him or her feel completely authentic. Rikishi will drop the ass-bomb on some out-cold victim, Stone Cold will give you the finger and the Rock will feel free to spit in his hand after a few slaps.

This game is what wrestling fans have been waiting for.

database

time to complete	Forever and a day
challenge	Moderate
best wrestler	Kurt Angle
best nachos	WWF New York
best advice	Rolling away will save the day
also try	SmackDown!
system	PlayStation
publisher	THQ
developer	Yukes, Int.

www.thq.com

TEEN T ESRB

WWF SMACK! DOWN! 2
KNOW YOUR ROLE

FORM A STABLE

In Options mode, you can update the WWF's cliques to best reflect such changes as Eddie Guerrero and Chyna's breakup, Val Venis' hooking up with the Right to Censor, the breakup of the New Age Outlaws and the Radicalz reunion.

BEAUTY CONTESTS

Don't be weirded out when you find these during some of the pay-per-views. Unfortunately, even if you enter "skip match," you still have to endure these five-second contests that end with someone either being elated or disappointed.

YOU COULD BE DANCIN'

Grand Master Sexay and Scotty Too Hotty sure are gracious winners. If they beat you in a tag team or handicap match, they'll stop you from leaving the ring and invite you to shake your groove thing with them so you don't have to sulk in the locker room.

IT'S DECISION TIME

Sometimes your superstar will be asked to ink a deal with the devil—usually in the form of Shawn Michaels, Mick Foley or one of the McMahon boys. It's up to you to decide whether or not to interfere in their match. You won't get to interfere until two minutes have elapsed, but when you do, be sure to trade off with your partner so they can build up their SmackDown! Meter and you can then back off. Sometimes, you'll also get the opportunity to ask others to either interfere in your match or attack an opponent backstage. One caveat: It depends on whom you're asking. If you're Triple H, you'll have an easier time convincing X-Pac to do your dirty work than, say, the Acolytes.

IMPROMPTU MATCHES

These sometimes occur in the ring, but for the most part they're backstage. These one-minute slugfests are portended by your superstar telling another passing wrestler that they want to talk. If the other guy turns around, get ready to throw down. There's not a "winner" here, but since you start out with your SmackDown! Meter lit, it's a good chance to get out some aggressions on what will probably be a later opponent of yours.

UNKNOWNS

As you progress through your career, your opponents will sometimes suffer knee injuries at the hands of a mysterious assailant. This is usually foreshadowed by your superstar being passed in the hallway by a never-before-seen wrestler, then asking, "Who was that?" Well, that is your next opponent, and Vince McMahon is usually kind enough to put you into a special match (Hell in a Cell, Ladder, Table, etc.) with them. Entering the ring with the generic SmackDown! intro, your mystery opponent is usually called Unknown A, Unknown B, Unknown C and so on (you get the picture). If you beat them, you unlock new move sets and features to add to your Create a Wrestler repertoire. These new move sets are best identifiable by wrestlers that aren't in the WWF anymore, but we won't name names (except Andre the Giant).

CREATE A WRESTLER

The Big Show: After all but stealing the show on "SNL" from the Rock, he disappeared to the WWF's minor leagues.

Wrestler Elements	Number	Type	Colors	Width / Thickness
Head: *(Advanced)*				
Face Nose	003	12	128, 128, 128	
Eyes	007	12	128, 128, 128	
Mouth	001	12		
Hair Base	001	001	135, 128, 68	
Facial Hair	011	12	128, 128, 80	
Upper Body: *(Advanced)*				
Chest Pads	006		128, 128, 78	
Lower Body: *(Advanced)*				
Feet, Shoes	005	55	128,128,88	
Tights Body Suit	016	52	128, 128, 52	
Skin Colors Base color			128,113,108	
Figure Head Mass:	125			Width:130 Thickness:116
Upper Body chest Mass:	132			Width:137 Thickness:128
Abdomen Mass:	106			Width:145 Thickness:128
Arms Mass:	138			Width:149 Thickness:128
Forearm Mass:	106			Width:156 Thickness:127
Wrists Mass:	147			Width:160 Thickness:125
Hands Mass:	126			Width:166 Thickness:125
Feet Mass:	132			Width:136 Thickness:128
Height:	658			
Weapon:		Piped chair		
Moveset:		Unknown X		

MATCH TACTICS

Singles: If you're in a particularly intense match where each of you have already done a special and the next one could be lights out for the other, go out of the ring and throw some taunts your opponent's way to build up your SmackDown! Meter. Just don't get counted out. And you don't go wrong with running attack after running attack. Also, learn to time your reversals. This is especially useful on the punches because wrestlers tend to "telegraph" their moves, so every time they throw one, you can put a head up and another one in their face. And when down, use the rollaway early and often.

Table: Here, you basically want to send your opponent for a ride through an inch of particle board. Or in the words of the Dudleys, who introduced this type of match to the WWF (bringing it over from their ECW days), "Get wood." To get your opponent onto the table, Irish Whip them toward it (be sure you're standing with your back to the table and that you only press Circle once.) Once they're on the table, get to a turnbuckle and climb. Do any move off the top rope and watch the table, and your victim, break in half.

Hell in a Cell: This is the kind of match that makes or breaks careers (just ask Mick Foley, Shawn Michaels or the Undertaker). Think cage match with a roof—a roof that you can send your opponent through if you so desire. To get up to the roof, you need to climb the sides. Once on top, throw your weight around and your victim will fall to his or her demise.

Casket: To win this one, Irish Whip your opponent into the casket, then start pounding on him with your X button while he's halfway up, until he falls back in for good. The lid will automatically appear and cover up your opponent once they can't get up anymore. Then you've won.

Ladder: To climb the ladder when your opponent is sufficiently KOed, hit direction + X, then Circle to get on top (don't dilly dally too long or you'll fall off), then Square to grab the brass ring, er, belt.

Fatal 4 Way: Spend a lot of time on the turnbuckle taunting to build up your SmackDown! Meter. Just be careful someone doesn't come and push you over. Go after everybody at first, then when one of the others starts to break away SmackDown! Meter-wise, go after them; this way, they can't build up their meter any more while you can. Sometimes, let your nemesis put moves on other people because it's easy to grab them from behind when they've completed, say, a suplex—do your damage when they're getting up. Concentrate all of the finishing moves you accrue on that one person because it will sometimes take more than one to beat them.

Tornado: If you're the one on the receiving end, just try to keep one of your opponents on the ground as much as possible with running attacks so you can concentrate on putting your power moves on the other. Get out of the ring once in a while to taunt so you can surge up that SmackDown! Meter.

WWF SMACKDOWN 2 WRESTLERS

AL SNOW

Special: Snow Plow (face stunned opponent).
Setup: Trapping Headbutts (face stunned opponent, Left +Circle).

Now that the controversy over his action figure has subsided and his partnership with Steve Blackman has fizzled, the three-time Hardcore champ is back to his old psychologically disturbed tricks, once again making his way to the ring with Head.

ALBERT

Special: Spinning Rack Pancake (face stunned opponent).
Setup: Two Handed Choke Bomb (face stunned opponent, Down + Circle).

One of the hairiest wrestlers of all time (few can beat George "The Animal" Steele) has teamed up with Test to form the potent tag team, T&A. Unfortunately, the tag team ranks have become saturated, so don't be surprised to see these two wrestling as singles.

BIG BOSS MAN

Special: Sidewalk Slam and immediate pin (face stunned opponent).
Setup: Rib Breaker (face stunned opponent, Left + Circle).

Truly one of the baddest dudes during the Hulk Hogan era, the Boss Man has pretty much disappeared after his major storyline involving the Big Show. Wonder why Steven Richards invited Bull Buchanan into RTC and not the Bossman. Bossman needs love too.

BRADSHAW

Special: Clothesline from Hell (face stunned opponent).
Setup: Swinging Neckbreaker (face stunned opponent, Up + Circle).

One of several tough Texans in the WWF, Bradshaw's pounding of faces is rivaled only by his pounding of beers. Too bad he didn't use his recent hiatus to work on his midsection. Then again, you can't see his gut when you've just been thrown through a wall.

BUH BUH RAY DUDLEY

Special: Buh Buh Cutter (face stunned opponent).
Setup: Falling Powerbomb Pin (face stunned opponent, Down + Circle).

Buh Buh Ray Dudley may have lost his stutter, but he hasn't given up his love of mayhem. This guy is just obsessed with putting man, woman and child through tables. Rumor has it that WWF fans will soon get to meet the Dudley Boyz' parents and brother....

BULL BUCHANAN

Special: Scissors Kick (face stunned opponent).
Setup: Jackknife Powerbomb (face stunned opponent, Left + X).

As part of the Right to Censor posse, this former partner of the Big Boss Man is currently teamed up with the Goodfather. This is a man who just loves violence—and using it as a means to get the RTC's message across. He has a face made for radio...

CHRIS BENOIT

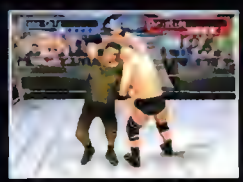
Special: Crippler Crossface (get behind stunned opponent).
Setup: Benoit Diving Headbutt (when opponent's down, climb the turnbuckle, Up + X).

Billing himself as "the greatest technical wrestler in the WWF," Benoit has proven himself to be one of the company's top heels and one of the ring's most skilled practitioners. He just won the Intercontinental belt for the third time.

CHRIS JERICHO

Special: Walls of Jericho (move to opponent's lower body when he or she is down).
Setup: Lionsault (jump off rope, X).

Another find from the Great White North, Jericho floated between the Intercontinental/European ranks and tussling with the big boys. Who knows what the future has in store for Jericho—or is he Moongoose McQueen, lead singer of heavy metal band, Fozzy?



CHRISTIAN

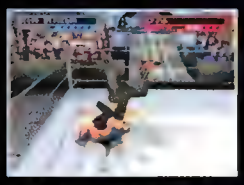
Special: Impaler (grab stunned opponent from behind).
Setup: Diving Reverse DDT (grab opponent from behind, Left + Circle).

Christian (one of the WWF's more underrated wrestlers), along with brother Edge, has been brilliantly repackaged as a dense surfer-dude type. Don't get on his bad side—he might just call you his favorite new insult: reekazoid.

CHYNA

Special: Rear Naked Choke Drop (grab opponent from behind).
Setup: Low Blow (grab opponent from behind, Left + Circle).

What can you say about the only female Intercontinental champ in WWF history? She's done it all in the last year, including posing for *Playboy*, enduring a grilling about her gender from Howard Stern and ending her engagement to Eddie Guerrero.



CRASH

Special: DDT (face stunned opponent).
Setup: Rolling Boston Crab (running counter, D-pad in direction of opponent + Circle).

The 10-time Hardcore champ revolutionized the title by putting it up for grabs 24 hours a day, seven days a week—which is now done on a permanent basis. After a futile attempt to head up the APA, he's found new life with his newly introduced cousin, Molly.

DEAN MALENKO

Special: Flip and Texas Cloverleaf combo (face stunned opponent).
Setup: Triangle Hold (when opponent's on the ground, grab his or her upper body, Right + Circle).

Packaging this guy as a ladies' man is kind of silly, but Malenko is truly a technical master. What he lacks in stature, he more than makes up for with his repertoire. He's currently in his second stint as Light Heavyweight champ. And will he ever hook up with Lita?

D'LO BROWN

Special: 'Lo Down Splash and pin (climb the turnbuckle when opponent is down).
Setup: Sky High (grab stunned opponent, Up + Circle).

Currently paired up with Chaz as Lo Down and managed by Tiger Ali Singh, D'Lo continues his tradition of floating around aimlessly, never really getting that big push. He has one of the largest heads in this game, and we're not talking ego.

D-VON DUDLEY

Special: Strong Reverse DDT (get behind dazed opponent).
Setup: Diving Headbutt (climb the turnbuckle when opponent's down, X).

As Buh Buh Ray's half-brother, D-Von's more than happy to help his bro "get wood." He's always representin' Dudleyville, and is always more then willing to answer Buh Buh Ray's polite requests to "get the table!" You just gotta love family togetherness.

EDDIE GUERRERO

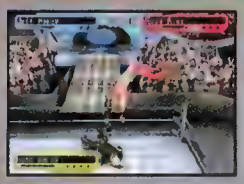
Special: Frog Splash and pin (climb the turnbuckle when opponent is laid out on the canvas).
Setup: Brainbuster DDT (grab stunned opponent, Right + Circle).

Having split from his "Mamacita," it's time for Latino Heat to kick some major tail with his Radicalz homies. He was smart enough to leave the WCW and to get his GED, let's hope he's smart enough to really let out that inner heel just itching to get out.

EDGE

Special: Downward Spiral (face stunned opponent).
Setup: Electric Chair Drop (grab opponent from behind, Up + Circle).

He's handsome. He's talented. He's Canadian. What more could a woman with flash photography want? Teamed up with his brother Christian, Edge is so totally going to stay at the top of the ranks—especially if he sticks with current mentor, Kurt Angle.



ESSA RIOS

Special: Flying Moonsault and pin (opponent down, climb turnbuckle).
Setup: Mahistrol Cradle Pin (grab opponent's upper body when he or she is down, Right + Circle).

After he made an impressive debut with Lita only to have her ditch him for the Hardy Boyz, Essa has pretty much been relegated to the WWF graveyard. But on this game, the high-flying, talented native of Mexico can get the screen time he deserves.

FAROOQ

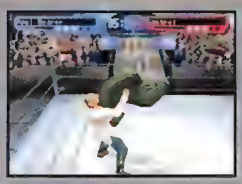
Special: Dominator (face stunned opponent).
Setup: Bearhug Front Slam (grab stunned opponent, Left + Circle).

Lately, Farooq seems more interested in chomping a good cigar than stomping a mudhole, but now that he and Bradshaw have returned from injury, he may have regained some focus. Look for the APA to once again be one of the most feared teams in the WWF.

FUNAKI

Special: Hurracanrana (face stunned opponent).
Setup: Falling Neckbreaker (grab stunned opponent, Right + Circle).

He doesn't know much English, but Funaki understands the international language of hardcore. You can pretty much only find him, along with Taka on "Sunday Night Heat"/"Metal" duty, but he's there nonetheless, putting his body on the line every night.



GANGREL

Special: Inverted DDT (face stunned opponent).
Setup: Gangrel Suplex (front grapple, left + Circle).

The only superstar with one of those puffy pirate shirts, Gangrel is still plugging away on the WWF's syndicated TV shows (even despite his wife's dismissal from the WWF). Unfortunately, his character is based on that vampire goth thing that was so 1994.

WWF SMACKDOWN 1 WRESTLERS

THE GOODFATHER

Special: Pimp Drop (Face stunned opponent).
Setup: Ho Train Attack (running attack, D-pad in the direction of opponent + X).

A moment of silence for the Ho Train. OK, back to business. The former king of pimps has traded in his Day-Glo suits, his cane and his ladies for the austere uniform and chaste lifestyle of the Right to Censor. The girls for Bull Buchanan? Makes you wonder.

HARDCORE HOLLY

Special: Falcon Arrow (face stunned opponent).
Also Try: Double Knee Drop (ground attack, Up or Down + X).

Armed with a nasty dropkick, a bad attitude, a gift for gab and a penchant for smashing glass objects on people's faces, Bob Holly is a hardcore legend. He's headed for a big push now that he's been coming to the aid of smaller cousins, Crash and Molly.

JACQUELINE

Special: Jumping Tornado DDT (face stunned opponent).
Setup: Missile Dropkick (jump off the turnbuckle with opponent standing).

As part of the D'Lo Brown-Big Boss Man-Gangrel ranks of the uninteresting, Jacqueline is one of the few female wrestlers that can go toe-to-toe with some of the men. With the Women's division's future push, you'll see more of her.

KANE

Special: Chokeslam (face stunned opponent).
Setup: Lifting Choke Hold (front grapple, Down + Circle).

The Big Red Machine is still embroiled in a war with, and keeps getting beaten by, the much smaller Chris Jericho. One good thing for him is that at least he hasn't been saddled by the likes of Paul Bearer recently. But just one question, Kane: Why so angry?

KURT ANGLE

Special: Olympic Slam (face stunned opponent).
Setup: Belly to Belly Suplex (grab stunned opponent, Left + Circle).

It's true, it's true. Angle is this year's Cinderella story. Very few wrestlers have come as far as he has in such a short time. In one year he has won King of the Ring and several titles, including the World—and he has gotten under just about everybody's skin.

GRAND MASTER SEXAY

Special: Hip-Hop Drop (climb turnbuckle when opponent's down).
Setup: Sexay Face Buster (grab opponent from behind, Left + Circle).

This real-life son of Jerry "The King" Lawler isn't just a flash-in-the-pan—he's one of the most talented light heavyweights out there. It's too bad his catch phrase, "If you don't know me, you ain't my homey," never really caught on.

IVORY

Special: Test Neckbreaker (face stunned opponent).
Setup: Fireman Carry (grab stunned opponent, Left + Circle).

The lone female representative of Right to Censor and current Women's champ, Ivory has gone from cheesecake to launching a personal crusade against any expression of female sexuality. Maybe she'd chill out if her hair wasn't pulled back so tight...

JEFF HARDY

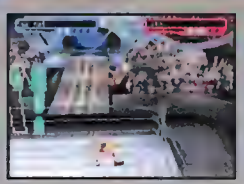
Special: Swanton Bomb (jump off the top rope).
Setup: Twist of Fate (grab stunned opponent, Right + Circle).

This superstar recently vowed to cut back on his kamikaze ways in order to give his body a break and to ensure a longer career—and give him more time to peel off his shirt in the middle of a match. Luckily, you can still make Jeff wrestle with reckless abandon here.

THE KAT

Special: DDT (face stunned opponent).
Setup: Facecrusher (grab opponent from behind, Right + Circle).

She is the real-life love of Jerry "The King" Lawler, which begs the question: If you were Grand Master Sexay—aka Brian Lawler—wouldn't you just love getting a new mommy? Actually, she's sort of like Debra—she seems to have something going on upstairs.



LITA

Special: Flying Moonsault (climb the turnbuckle when opponent's down).
Setup: Hurracanrana (grab stunned opponent, Up + Circle).

A woman who is an angel sent down from wrestling heaven, somehow becomes more talented *and* more beautiful with each TV appearance. But she is deadly, too. She's obviously learned a lot in her short time in the biz.

MARK HENRY

Special: Big Splash and pin (stand over downed enemy).
Setup: Pendulum Backbreaker (grab stunned opponent, Right + Circle).

Although Mark "Sexual Chocolate" Henry disappeared after his multiple gag-inducing storyline with Mae Young (who, thankfully, is not in this game or on TV anymore), he's now tearing things up in Ohio Valley Wrestling and will hopefully come back soon.

MATT HARDY

Special: Twist of Fate (face stunned opponent).
Setup: Hardy Boyz Leg Drop (off turnbuckle, opponent down, Up + X).

The not-as-talented-as-his-brother half of the Hardys, Matt's known for spewing all kinds of smack. Thankfully, he can mostly back it up. A little advice: If you wash your hair and get rid of those woman-at-the-opera arm things, maybe Lita will dig you.

PERRY SATURN

Special: Rings of Saturn (stand over downed opponent).
Setup: Tiger Suplex Pin (grab opponent from behind, Down + Circle).

The Tattooed One returns to the newly reformed Radicalz. Unfortunately, while this may mean a few bumps and bruises for other superstars, it doesn't help him in his contest with Blackman to not be the dullest WWF-er.

RIKISHI

Special: Rikishi Driver (face stunned opponent).
Setup: Stinkface (opponent standing in corner facing you, Left or Right + Circle).

No longer the third dancing doofus in Too Cool's Dance Party USA, Rikishi has found new life as one of the top heels. He's also been writing checks his giant posterior can't cash against The Rock and Stone Cold Steve Austin. Hopefully, he'll stop doing the Stinkface.

ROAD DOGG

Special: Pumphandle Drop (get behind stunned opponent).
Setup: Jackknife Powerbomb (grab stunned opponent, Down + Circle).

When the New Age Outlaws broke up, it looked like one of the least interesting characters was destined for jobber status. But now that Road Dogg has been repackaged with a new theme song and a new partner, K-Kwik, things might be different.

THE ROCK

Special: People's Elbow (stand over stunned opponent).
Setup: The Rock Bottom (grab stunned opponent, Left + Circle).

There's not much that hasn't been said about The Rock. He's one of the few stars who have managed to cross over into mainstream entertainment. His highlights for The Year of the Rock include a guest shot on "Saturday Night Live" and a bestselling book.

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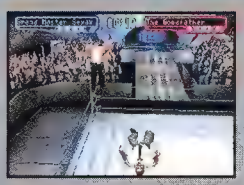

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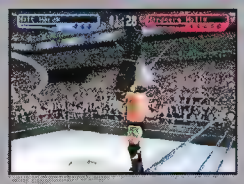

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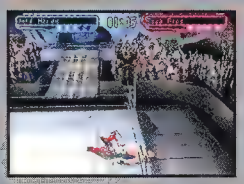

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SCOTTY TOO HOTTY

Special: The Worm (Stand over floored opponent).
Setup: Scotty Facecrusher (grab opponent from behind, Left + Circle).

One half of the Too Cool posse, Scotty has emerged as a fan favorite. The glee with which WWF crowds chant, "W-O-R-M, whoosh, whoosh, whoosh," during his finishing move is truly something to behold.

SHANE MCMAHON

Special: Test Diving Elbow (climb turnbuckle when opponent is down).
Setup: Bronco Buster (if opponent's down in corner, run at them, Circle).

Although the self-proclaimed "Giant Killer" was recently silenced at the hands of Steve Blackman, you can look for Shane to make a return now that his dad is horning his way back into the spotlight. Guess it takes more than a 30-foot fall to keep a rich boy down.

STEPHANIE MCMAHON

Special: Women's Special Slap (face stunned opponent).
Setup: Schoolboy (grab opponent from behind, Right + Circle).

Daddy's little girl no more, Stephanie turned her back on her family and fiancee, married Triple H, was reunited with her family and even enjoyed a short run as Women's champion (with the help of Tori, of course). Now, word is she's joining the WWF writing team.

STEVE BLACKMAN

Special: Martial Arts Kick (face stunned opponent).
Setup: Guillotine Choke (grab stunned opponent, Down + Circle).

This guy's got the personality of a comatose wildebeest, but he's a hardcore master. And even with the ebullient Al Snow's help, he never could quite grab the crowd's love. Anyway, whatever happened to that bag of goodies he used to bring to the ring?

WWF SMACKDOWN 1 WRESTLERS

STEVEN RICHARDS

Special: Super Kick (face stunned opponent).
Setup: Shuffle Side Kick (Up + X).

In the last few months, the leader of the Right to Censor has been able to do what Tazz never could: change the mood in the WWF. And his posse just keeps on growing. Why are so many wrestlers following around a guy with the fashion sense of George McFly?

TAZZ

Special: Tazzmission (stand over downed opponent).
Setup: Tazzplex (grab opponent from behind, Left + Circle).

The mood never really did change in the WWF. Instead, Mr. Thug Life has found a new role as commentator on MTV's "Sunday Night Heat," and as occasional tag-team partner of WCW refugee Raven (who, thankfully, is not in this game).

TORI

Special: Tori Suplex (face stunned opponent).
Setup: Hurracnarana (grab stunned opponent, Up + Circle).

After publicly ending her relationship with X-Pac at the WWF New York restaurant (he never visited her at the hospital when she injured her shoulder—the heel), Tori will soon be making a return to the ring. She'll be a big part of the new Women's division push.

TRISH STRATUS

Special: Woman's Special Slap—watch out! (stand before stunned opponent).
Setup: Snapmare (front grapple, Left + Circle).

Trish is a big proponent of that dime-a-dozen blonde, surgically enhanced, skimpy clothes look that seems to be really popular these days. Her only talent is distracting referees while the aptly named T&A take care of business in the ring. And that's OK.

VAL VENIS

Special: The Money Shot (climb the turnbuckle when opponent is down).
Also Try: Fisherman Suplex (face stunned opponent, Down + Circle).

This former adult movie star was already going through an identity crisis before he met Steven Richards, so now he's dropped more than the "Hello, ladies" routine—he's dropped his entire persona. But you can still enjoy the old Double V in this game.

TAKA MICHINOKU

Special: Michinoku Driver (face stunned opponent).
Setup: Tornado DDT (opponent standing in corner facing you, Up or Down + Circle).

Not much is known about this guy other than that he's Japanese, that he's Funaki's tag team partner and that he was the very first Light Heavyweight champ. But if you find yourself in need of a Taka fix, look no further than "Sunday Night Heat" or "Metal."

TEST

Special: Diving Powerbomb (face stunned opponent).
Setup: Grab opponent from behind, Down + Circle.

Hey, it's another handsome Canadian with long, blond hair. Best known as Stephanie McMahon's jilted fiancee, he's now teamed with Albert in T&A and is managed by Trish Stratus—the latter of whom provides plenty of double-entendre fodder for "The King."

TRIPLE H

Special: Pedigree (face stunned opponent).
Setup: Knee Smash (front grapple, Left + Circle).

Usually, when guys reach the top, they get lazy (hello, Kevin Nash). But not "The Game." Triple H is the hardest-working man in the WWF. He's just coming off his biggest year yet, which saw him wear the World title for most of it and marry the boss's daughter.

THE UNDERTAKER

Special: The Last Ride (face stunned opponent).
Setup: Choke Slam (grab stunned opponent, Left + Circle).

The CEO of Dead Man, Inc. returns from a long hiatus minus all the gothic gobbledygook. Of course, he could have been arrested for stealing Stone Cold's beer-swillin', regular-guy schtick. But now that Austin's back, it—as the Rock would say—doesn't matter.

VINCE MCMAHON

Special: Stunner (face stunned opponent).
Setup: Trapping Headbutts (face stunned opponent, Right + Circle).

This soon-to-be-divorced (just on TV) CEO and control freak recently returned to the limelight. Of course, the XFL's impending debut probably had nothing to do with it. Hey, speaking of the XFL, does anybody else remember the World Bodybuilding Federation? Ouch.

VISCERA

Special: The Big Splash and immediate pin (stand over stunned enemy).
Also try: Darkness Choke (with opponent on the ground, grab their upper body, Left + Circle).

Wow. What happened here? This guy disappeared faster than a vegan from a White Castle. Maybe the market for fat guys with mohawks, fangs and no pupils just dried out. Or maybe Big Vis found his true calling: a dam. Oh well, c'est la vie.

X-PAC

Special: X-Factor (face stunned opponent).
Setup: Bronco Buster (when opponent's down in the corner, run at them, Circle).

The little guy that gets under everybody's skin, X-Pac is now without Tori, who ditched him in a very public breakup at the WWF New York restaurant. Look for the former 1-2-3 Kid to have his character repackaged and pushed as a babyface in the near future.

THE UNLOCKABLES

Like the first SmackDown!, this edition is rife with superstars waiting for you to unlock them. Just keep in mind that your unlocks are predicated upon winning your matches at pay-per-view.

Unlocked During First Year Season

Steve Austin
Unlocked after First Year season's Backlash event.

Shawn Michaels
New Match Type - Iron Man Referee
Unlocked after First Year season's Judgment Day event.

Billy Gunn
Unlocked after First Year King of the Ring event.

New Match Type - TLC Single and TLC Title
Note: You do not need to wrestle in this match to unlock it.
Unlocked after a TLC Match appears on event card (this occurs during the course of your First Year season).

Pat Patterson / Gerald Brisco
Unlocked after a series of cutscenes occurs involving Vince McMahon, Gerald Brisco and Pat Patterson (this occurs during the course of the First Year season).

Pete Gas / Rodney / Joey Abs
Unlocked after a series of cutscenes occurs involving Pete Gas, Rodney, and Joey Abs (this occurs during the course of the First Year season).

Debra
Unlocked after a series of cutscenes leading to a match involving Debra (this occurs during the course of the First Year season).

Cactus Jack
Unlocked after the First Year Nine Way Dan match.

New Match Type-Table Tornado Tag
Note: You do not need to wrestle in this match to unlock it.
Unlocked after a Table Tornado Tag Match appears on event card (this occurs during the course of your First Year season).

Mick Foley
New Movie Credits (view in Options menu)
Unlocked after First Year season's Wrestlemania event (March 5th).

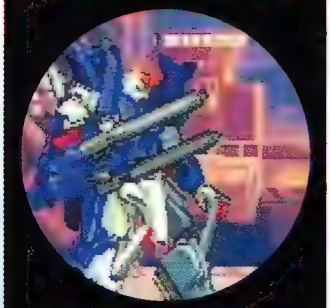
Unlock During Second Year Season

Michael Cole
Unlocked after the opening event of the Second Year.

OTHER UNLOCKABLE GOODIES

Credits Sequence: When you complete your First Wrestlemania, you open a credit sequence that is playable from the Options menu from that moment on. It comes complete with video of all your favorite superstars and some pretty freakishly inspirational match music.

The Ultimate Secret: If you win your match at Wrestlemania in your first of your career, everything will be unlocked.



Gundam Fans Rejoice!

by Andy Baran
andy_baran@ziffdavis.com

Gundam Battle Assault is your staple fighting game that uses the various Mobile Suits from the Gundam universes. This game is really a gift to the fans, as it is not set in any single series. If you've ever wondered if Heero could take on the original New Type pilot, Amuro Rey, you now have your chance to hash it out. If you are looking for a coherent storyline, though, you'd best look elsewhere. Be warned: Various plot details, particularly certain aspects of Gundam Wing, are revealed during the context of the game.

The only disappointing thing about this game is the lack of Zechs and his Tallgeese mobile suit. His omission really hurt my enthusiasm. Still, if you want some extremely fast and furious combat involving some of the world's most famous mechs, you can't go wrong with GBA.

database

time to complete	8 hours (with all the characters)
challenge	Hard
most fun MS	Zaku Mk II
hardest boss	Psycho Mk III
best advice	Start by mastering one Mobile Suit.
system	PlayStation
publisher	Bandai
developer	Sunrise
	www.Bandai.com

TEEN T CONTENT RATED BY ESRB

HOW THE GAME PLAYS

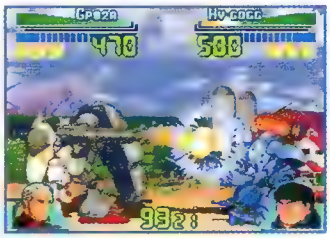
Learning the Engine
Most of the techniques in the game revolve around knowing how to counter your opponent's attacks. By playing defensively, you'll have an easier time against the computer. When you're fighting an actual person, you should go on the offensive, because a human will not have a perfect defense.

Overheating
Each battle gives you three life bars, which essentially mark the rounds. When your opponent loses a bar, he will flash "Overheat" and will pause for a few seconds. In these precious few seconds, your victim is open to attack. To keep you from completely killing your foe, all attacks that you do at this time are lessened (conserve your Mega Special Attacks until they are back up).

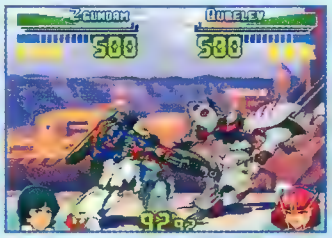
Shields and Side-stepping
By pressing any two attack buttons together you will either side-step or equip a shield. Side-stepping will work well against single attacks, but avoiding gunfire is nigh impossible. If your MS has a shield, use the limited invulnerability to get into position for your Special Attacks. Part of the game is knowing when to dodge and when to simply block.

Ground Hits
Some of the most damaging hits can be done while your opponent is on the ground (note: this does not work on giant Mobile Suits). Each MS has attacks that will knock an opponent down. Nail an enemy with one of these, then repeatedly kick your downed foe. If your opponent overheats in the middle of this, he's almost certain to get his with two more kicks.

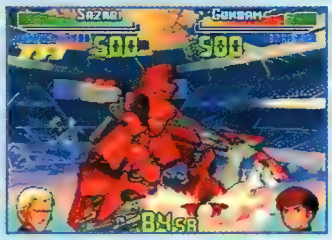
Boosts
By using your boosters you can maintain limited flight. This kind of maneuver is important because it prevents you from getting boxed-in by the larger MS. It is also the ideal way to avoid the worst attacks of the suits that specialize in up-close combo attacks. Keep your eyes open, because a well-placed bullet spray can knock you back down.



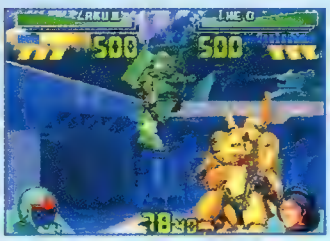
Ammunition Expenditure
For your basic weapons, you only have a set amount of ammunition. While it may be a lot of fun to sit back and blast away at your opponents, you will end up running out of ammo before you reach your opponent's second bar. Save your shots for disrupting your opponent from a move, or as part of a chained combo. If you've softened up your enemy, though, fire away!



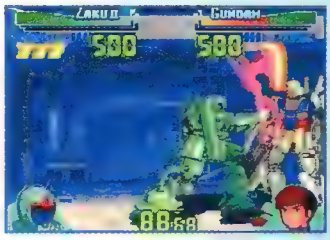
You can work in a counter-attack if you side-step incoming strikes.



Don't hesitate to nail your enemy if he falls to the ground.



Avoid the deadliest attacks by boosting above the combat.



Beam Sabres, Heat Axes, Etc...
These powerful weapons cannot be blocked. Only avoidance, side-stepping or shields will prevent the massive damage that they wreak. However, their downpoint is that that are really slow to pull off. This means that unless you have enough time, you'll be knocked out of your move. Your best chance to hit is when an opponent is recovering from an Overheating.

Similar Movements
The control scheme for each character is remarkably the same. For example, the Beam Saber movements for the Wing Gundam are identical to the equivalent sword attack for any other Mobile Suit. The end result is that you'll learn the basics of the game faster. However, the individual moves vary. Each MS has its own strengths and weaknesses. For example, the GP02A is a great long range fighter, but it will get mauled up close, even though the moves are the same as another MS.

Mega Attacks
These special attacks are the most powerful offensive moves in the game. Almost every MS has one of these attacks, and they can easily blow through an opponent. When playing a MS, learn to work in these attacks.

BOSS STRATEGIES

BIG ZAM

How to Defeat It: This massive Mobile Suit will attempt to pin you into a corner before lighting you up with its special attacks. To get away, boost over its head and strike at the backside. When the machine reverses, boost over again. The V and Wing Gundams have a Mega Attack that can seriously harm this MS.

NEUE ZIEL

How to Defeat It: This boss will never let you get in close. Although the Neue Ziel is a lot like the Big Zam, it does not attack you with its legs (it doesn't have any). Instead, it has a set of fast moving claws that can knock you out of most of your attacks. Attacking while boosting is the most effective tactic against it.

PSYCHO GUNDAM MKIII

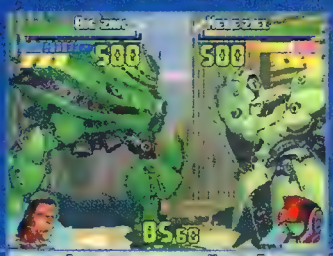
How to Defeat It: This Mobile Suit can take punishment like no other. Your most powerful attacks will hardly phase it, so you have to play on the defensive at all times. Practice your side-stepping, otherwise you'll never survive to the end. If you try to trade hits, you will fall before you even remove one life bar.

HYDRA GUNDAM

How to Defeat It: The Hydra has ultra-powerful strikes, and its combo intensity is pretty fierce. If you keep boosting out of reach and drain this boss of ammo, you'll be able to pick it apart at your leisure. After you've fought the Psycho Gundam, this fight should seem like a piece of cake. Whittle it down to size.

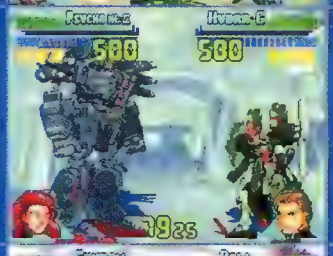
HIDDEN CHARACTERS

Mobile Suit: Big Zam
Pilot: Dozle
How to Unlock: Complete the game on "Easy."
Tips: Try to box your opponent into a corner before you unleash your attacks. Do not attempt this on the Z or Wing Gundams, though. Their specials will maul you.



Mobile Suit: Neue Ziel
Pilot: Gato
How to Unlock: Complete the game on "Normal."
Tips: This MS plays nearly identical to the Big Zam. Use sheer force to keep the pressure on your opponents. Your special attack is massively powerful.

Mobile Suit: Psycho Mk II
Pilot: Valdor
How to Unlock: Complete the game on "Hard."
Tips: This MS is amazingly versitile. You should be able to hold your own either at a distance or up close. Only boosting enemies pose a real threat to you.

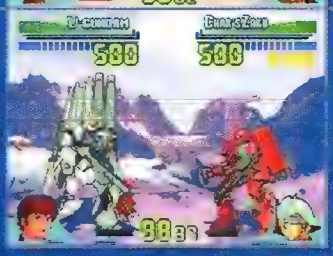


Mobile Suit: Hydra G
Pilot: Treize
How to Unlock: Complete the game on "Hard" without losing a single match.
Tips: High speed and the ability to charge in for some massive chains is in your grasp. Get in close and do some dirt.

Mobile Suit: Gundam (original)
Pilot: Amuro Rey
How to Unlock: Complete the game with all of the Gundam Mobile Suits (Normal or Hard)
Tips: This MS is slow and weak, and it's probably only in here to appease hard core fans. To win, play a defensive game.

Mobile Suit: Ball
Pilot: Shiro
How to Unlock: Complete the game with all characters.
Tips: This is another MS that is in the game just for fun. If you insist playing with it, try to get in close and use a mix of high and low attacks.

Mobile Suit: V-Gundam
Pilot: Amuro Rey
How to Unlock: Complete the game with all of the characters on the "Hard" difficulty.
Tips: You have have a series of remote attacks that can throw an opponent off balance. Distraction is the key to success.



Mobile Suit: Char's Zaku
Pilot: Char Aznable
How to Unlock: You must enter a secret code. Check out our tricks section in an upcoming issue of *XG*.
Tips: The Red Comet is a faster version of the Zaku that lets you perform a lot of aerial combos.

CHARACTER HISTORY

Here is where each series the characters originate from.

MS: Z Gundam
Pilot: Kamiru Bidan
Series History: Used in the Z Gundam series by the AEUG resistance.

MS: Wing Gundam
Pilot: Heero Yuy
Series History: This is the main Gundam in the Gundam Wing series.

MS: Zaku II
Pilot: Denim
Series History: This MS made its appearance in the original series.

MS: The O
Pilot: Paptimus Scirocco
Series Gistory: In Z Gundam, this MS was used by the Titans.

MS: Quin Mantha
Pilot: Ple Two (clone)
Series History: This MS appeared in the ZZ Gundam series.

MS: ZZ Gundam
Pilot: Judau Ashta
Series Gistory: Seen in ZZ Gundam, this MS was used by the AEUG.

MS: Qubeley
Pilot: Haman Karn
Series History: This suit appeared in Z Gundam and ZZ Gundam.

MS: Hy Gogg
Pilot: Mikhail Kaminsky
Series Gistory: The Zeon forces used this MS in Gundam 0080.

MS: Sazabi
Pilot: Char Aznable
Series Gistory: This MS was seen in the movie Char's Counterattack.

MS: Acguy
Pilot: Akahana
Series History: This small MS has appeared in several series.

MS: Zeong
Pilot: Char Aznable
Series Gistory: This MS appears in the latter part of the original show.

MS: GP02A
Pilot: Anavel Gato
Series Gistory: This Gundam was seen in Gundam 0083.

SEGA SPORTS

NBA 2K1

Release, Rotation, Good

by Dan Leahy
dleahy@ziffdavis.com

Visual Concepts has seriously thrown me into a funk. I'm suffering from constant sleep deprivation and, consequently, short-term memory loss. Why? It's real simple. NBA2K1 is the second title in three months which, when combined with SegaNet's online option, offers an endless stream of fun, addictive, competition.

Hoops doesn't offer quite the same Zen experience that NFL2K1 does, as it really comes down to "shoot the rock, dunk the rock, be the rock," but it's still fun as hell and offers a nice respite from the strategy-laden world of NFL2K1. I've actually had a pretty good run going online on the hardwood, so if you've got game, I'd like to see it. My screen name is Hossman and I'm usually online after 10 p.m. Central Time. Just remember, spalding-burgers are always free of charge in my neighborhood.

database

time to complete	NA
challenge	Moderate
best option	Modus onlinus
best player	Iverson or Carter
best advice	Dunk often
also try	NBA2K
system	Dreamcast
publisher	Visual Concepts
developer	Visual Concepts

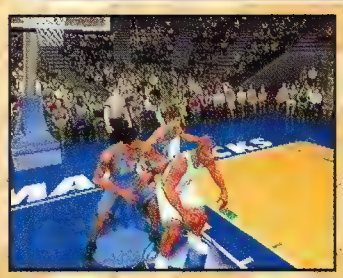
EVERYONE E CONTENT RATED BY ESRB

www.URL.com

Low Post Game

If you're gonna score consistently, or have a "go-to" guy down on the blocks, NBA2K1 requires you to use the low post game. Here's how it works and how it can be used efficiently:

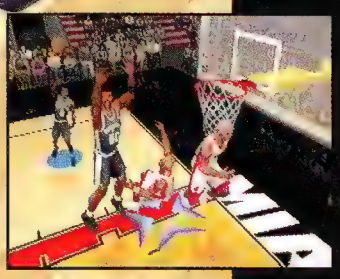
A) Once you spot a forward (or any player), set up inside position and get him the ball.
B) Start backing the opposing defender down by pumping the R-Trigger. Get a feel for where the open space is. Is it baseline? Is it to the middle? Watch for help defense and the double team. If a pesky guard starts swiping at the ball down low, you'll want to kick it back out.
C) Once you've gotten a little closer to the basket, it's either time to spin to the rim or, and this is the recommended choice, perform a drop step and shoot. Just hold the Analog Stick Left or Right, depending on which way the defender is leaning, and shoot at the top of your shot. This is pretty tough to defend when you perform it with a top-notch player such as Chris Webber, Shaq, etc., or when you have a mismatch such as Allan Houston against Terrell Brandon.

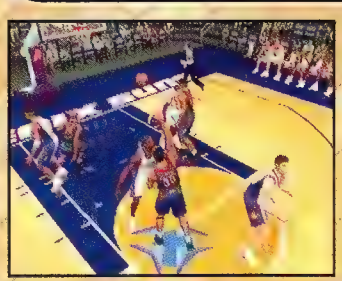


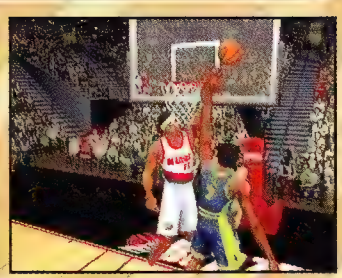
Coaching Options/Settings

You'll have to adjust these to your own liking and tweak them according to your opponent's style of play. There are a few things, however, that we recommend:

A) Make sure you have reasonable match-ups. If there are problems, like say Wally Szerbiack is trying to guard Latrell Sprewell, switch players around until it's even.
B) Apply tight pressure to no more than three opposing players. Remember, for every guy that plays tight, there's a little more floor space for the rest of the team to defend. And don't guard everybody tight, as cuts to the hoop will tear that defense up. Not many NBA teams have more than three offensive weapons anyways, so single out Grant Hill, Darrell Armstrong and Tracy McGrady and leave the Charles Outlaws of the world some room.
C) Don't max out the crash boards option until late in the game. It leaves too much room for cheap buckets in the transition game.
D) Make sure you set timeouts and substitutions to manual. The CPU does a decent job, but any coach worth his salt knows when to call a TO or make a key substitution.





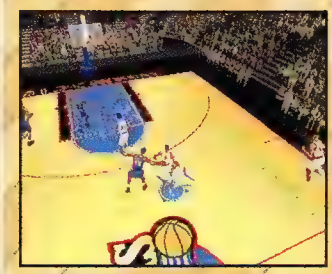


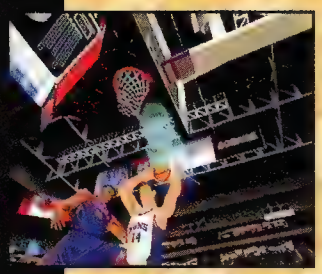
Running the Break

Once you've pulled down a rebound, immediately tap Y to bring up your passing icons. From here, you can do several things:

A) First, unless a player is streaking down the floor unguarded, get the ball to one of your guards.
B) Move up the middle of the court and keep an eye on the players filling the lane.
C) Penetrate and see if there's a chance for an easy deuce.
D) If defensive players flock to guard you, kick the ball back out for an uncontested trey.

Cheap Tactic: Sometimes, its easy to spot when the guy you're playing against is about to miss a shot. He may be tightly guarded, too far out, etc. When you see that, begin running your player to the other end of the court. Once a teammate gets the rebound, use the passing icons to chuck the ball the length of the court for an easy bucket. Whee!





Banging the Boards

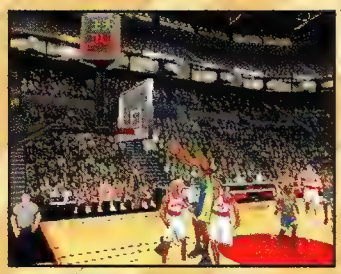
There's not a whole lot to say here that you don't already know, but here's a couple of pointers:

A) If you're on offense and have just shot the ball, let the CPU attempt rebounds while you get back on defense. The only exception should
B) be when you shoot with a forward or center, as they can afford to (and are expected to) mix it up underneath. Use the clear-out move to bust some chops Karl Malone-style.
C) Pass out of a rebound by tapping the Pass button before your player returns to earth.

Defense

As in most sports video games, defense is THE most crucial, and most difficult, aspect of the game. It's got to be hard for developers, because everybody wants to score, right? But then these same people get mad if they can't stop another player. Well, NBA2K1 has found a decent balance, and if you give it enough time and practice, you can defend properly.

A) Always use the face up and turbo slide (L and R-Triggers) to guard a player. Occasionally you can do without the turbo to get some energy back, but other than running up the floor. you should always be in this stance.
B) The best time to steal is right when the offensive player has caught the ball. Get in your stance as the ball is coming to him, and as soon as he receives it, start tapping B. Steals also occur frequently in the paint and on rebounds, so look for those opportunities.
C) Don't get too caught up in blocking shots. While blocked shots make the highlight film, a hand in the face is almost as effective and usually results in a missed shot.
D) For an occasional desperation tactic, try jumping in front of passes as your opponent brings the ball up court. Just get in his way and tap Y. Sometimes you'll bat the ball down and have a chance for an easy score.



Building a Dynasty

For a little offline fun, try compiling the best team possible through the draft. Here's a couple of sample rosters that we got in the draft.

Team 1: Hoss's Bosses
PG: Avery Johnson
SG: Kobe Bryant
SF: Jamal Mashburn
PF: Tom Googliatta
C: Matt Geiger

Bench
SF: Glenn Rice
SG: Mario Elie
PF: Chris Gatling
PG: Greg Anthony
SF: Johnathon Bender
C: Will Perdue
PG: Steve Kerr

Team 2: Team Kool
PG: Eric Snow
SG: Allan Houston
SF: Sharif Abdur-Rahim
PF: Chris Webber
C: Arvydas Sabonis

Bench
PF: Charles Oakley
C: Shawn Bradley
SG: Chauncey Billups
PG: Terry Porter
PF: Lawrence Funderburke
SF: Darvin Ham
SF: Chris Mullin

SEGANET

There are quite a few places to venture for quality roundball action. Here are some sites we recommend.

dcladder.com: Rankings, rankings and more rankings. Register and play other dricas opponents to boost your standing.

http://pub12.ezboard.com/fnfl2001player-sassociationfrm4 No official word on power rankings yet, but this site is home to some of the net's best ballers.

Options: NBA2k1 features some enhanced lobby options that you may not be aware of. You can set these options in the ISP.

The F1 keys can be used to save up to 12 phrases. For instance, type a phrase you use in chat often, like "2 on 2 with keyboard," then hit the F1 key. It'll be saved and each time you hit the F1 key, that phrase will pop up. Saves you some time.

Another feature that saves time is turning your filters on to show only fair or better connections. Then you won't be bothered by laggy sucka's.

Official Contest and Sweepstakes Rules

Trick of the Month:
1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade" P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziffdavis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by February 20, 2001. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in *Expert Gamer* and/or *EGM*, however, only one prize shall be awarded.
2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of $109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about March 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.
6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. Sponsors: This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2001 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

Letter of the Month:
1. No Purchase Necessary: To enter, send your letter to "Gamers' Forum," P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at xg@ziffdavis.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of *Expert Gamer*. Sponsors assume no responsibility for lost, mutilated, late illegible incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.
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4. Winners' List: For a list of winner, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date.
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Game Over

FEBRUARY 2001

Perfect Dark

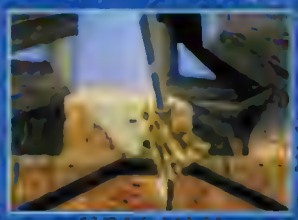
THE FINAL CONFLICT

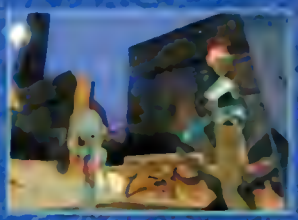
Foiling the Alien Plot
After she disrupts the Skedar plot to take over the planet and obtain a doomsday weapon, Joanna goes to the Skedar Homeworld in an attempt to stop them once and for all.

The Skedar Homeworld
The final level of Perfect Dark is relatively simple in terms of layout, but don't expect this mission to be easy. Throughout the mission, you will be attacked by a variety of Skedar aliens. To make matters worse, most of them can cloak themselves, so they can strike when your back is turned. There are smaller Skedar creatures which will pounce out of the darkness, too. Memorizing where they are in the level is crucial to your success. Whenever you are in doubt, pull back to an area you have already cleared. One last word of advice: Conserve your ammo for the final battle or else!

THE FINALE

Death of the Skedar
With a well-placed shot, Joanna manages to destroy the talisman behind the Skedar Leader. When it falls, it impales the alien and starts a chain reaction that destroys the entire complex. Joanna almost makes it out in time, but she is grabbed at the last second. Fortunately for her, Elvis lends a hand in freeing her. Well done, mission accomplished!



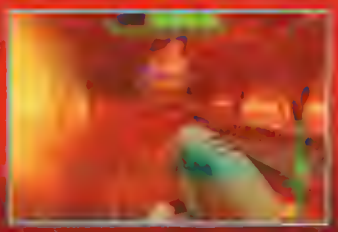


SKEDAR LEADER

1. An Invincible Foe?
The Skedar Leader is protected by an impervious shield that your weapons will never be able to get through. In fact, he has a deluxe shield that will regenerate after a few seconds. You will know that his shield is at full strength when it is red. Shoot it until it becomes green—the power drain will make the talisman behind him vulnerable.

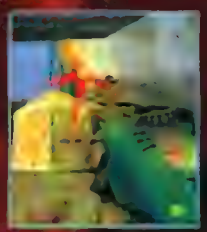
2. The Leader's Attacks
This boss normally stands idly on the platform in front of the Talisman while he lets his cronies do all the work. Skedar Warriors and critters will appear from either side of the pedestal. It's easy to forget about these small fries when the boss is taking up most of the screen, but they're the ones who will do you in. Once you kill these little guys off (they will respawn endlessly) you'll have a moment concentrate on the Leader. His primary attack is firing rockets at you. One hit, even if you are shielded, will probably kill you. When he's firing at you, head back toward the boxes near the entrance to the room. After the boxes are blown up, you will be able to find ammunition on the ground. If you don't see the boss for some reason, start running as fast as you can. This means that he has teleported and is now cloaked right next to you. As long as you keep moving, you will be able to avoid his Joanna rendering claws.

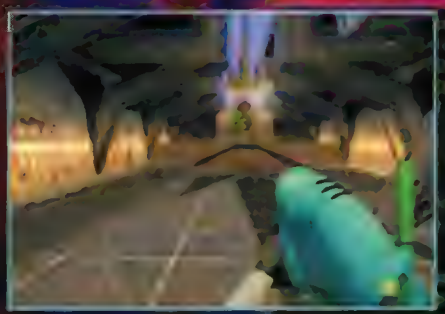
3. The Weakness
Blast the boss until his shield turns green. At this point, the Talisman will become vulnerable. Use the High Impact Shells of the Callisto and target the four arms of the talisman. After the four are shot off, fire away at the central piece. Once that is destroyed, the Skedar Leader will get impaled and you will have prevented the Skedar from threatening Earth any further. Note: This boss is relatively the same on all three difficulty settings. He will attempt to teleport more often on Perfect, though.



The Leader's strongest attack are the rockets he fires.

Shoot his shield until it flashes green, then shoot the Talisman.





GUESS THE GAME ENDING AND WIN!

Have we made the last couple contests too hard? You've got us wondering if you're expert gamers or, well...you've just got us wondering, OK? Give this next one a try—it's not too bad! Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than February 20, 2001! Send entries to Game Over #80 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.

CLUE: We'll have to give you a wedgie if you can't get the name of this kick-butt N64 title.

Next Month

MARCH 2001

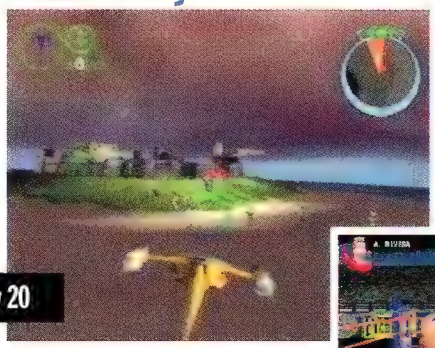
** All editorial content is subject to change*

EXPERT GAMER™

March 2001 — On sale February 20

If you liked Rogue Squadron, then Star Wars Episode I: Battle for Naboo is right up your alley. Check XG for the skinny on how to attain all the top medals, mission-by-mission. For the fightin' fans out there, we'll be covering two over-the-top brawlers. In one corner, Capcom's newest Dreamcast fighter, Project Justice...and in this corner, Ready to Rumble Round 2. Either way, we'll have you come out a winner with our combos and tips. Finally, we'll go into overdrive to deliver a Bond 007 Racing strategy. Saweeet.

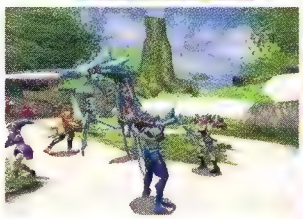
Feature Story



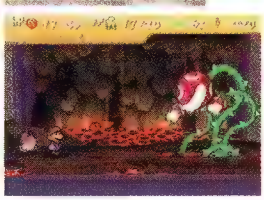
It's you and Naboo, baby. Get ready for some excellent Star Wars fly-and-shoot action.

Ready 2 Rumble Round 2...lay the smack down on the "King of Pop."

Feature Story



Sega's most ambitious RPG ever is set to take the Dreamcast by storm. In the latest issue, we'll take an in-depth look.



Does this new RPG compare to the original Mario RPG? EGM will give you full details with a comprehensive review.

ELECTRONIC GAMING MONTHLY™

On sale February 6 — March 2001

Sonic Team has long been a video game innovator, so on Sonic's 10th anniversary we're going to take a look at what Yuji Naka's prized development team has in store for us. We'll dive deep into the mysteries of the Dreamcast's ambitious Phantasy Star Online in addition to giving you a look into the history of the popular RPG series. We'll give you our hands-on impressions of Sonic Adventure 2, and you can expect a full review of Nintendo's latest RPG, Paper Mario, as well as hot previews like Daytona USA: Online Racing.

OFFICIAL U.S. PlayStation™ MAGAZINE

March 2001 — On sale February 13

This month, we take an inside look at the latest offering from EA Sports. It doesn't matter if you're an rabid armchair video game quarterback or just a wannabe—you're going to drool over the future of sports games. We may even give you a glimpse of the sequel to a certain PS2 snowboarding game...We'll also show you how to play games and shed pounds at the same time. Just what is this mysterious video game diet? You'll have to read the magazine to find out. And if you're having a hard time finding all of those older PS games, don't worry—we'll show you where to look.

Feature Story

EA SPORTS BIG

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- Grind Session
- CTR Crash Team Racing

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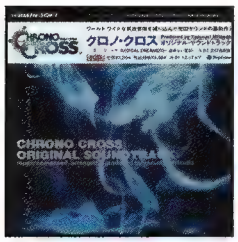
- Soul Reaver 2



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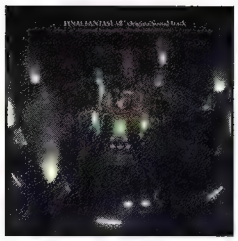
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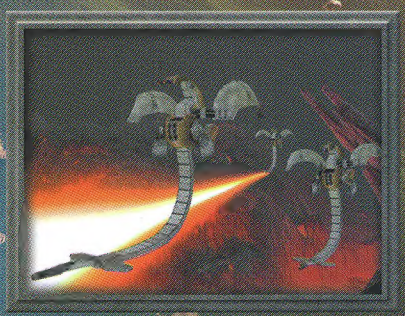
STAR WARS STARFIGHTER

PlayStation®2



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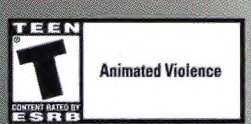

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